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April, 1993

Volume 6, Issue 4



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# INSERT COIN

## THE BEST OF THE SHOW... WAS THERE A WINNER?

If you were to ask a dozen people who were at the Winter Consumer Electronics Show what the game of the show was, almost everybody will, think for a while, and then say Nintendo's FX chip game StarFox. I know this for a fact, as many of our own editors have said just that.

Well, they all are wrong.

Granted StarFox is new and revolutionary, and plays and looks great, but it just wasn't so good that it could be called the Game of the Show. One reason why it stands out in everybody's minds is that Nintendo knows how to hype up a game. They don't just put a few carts out for people to play, they think big. So big in fact, that they built a whole geodesic dome around their StarFox display. It was hard not to think of that game while at the show.

Then what was the best of the show? It was an obscure Sega CD title called Silpheed. You see Sega doesn't like to brag about their games. In fact they did everything possible not to call attention to that game.

First, they knew ahead of time that Nintendo would be hyping up their polygon graphics game. So they decided to take theirs and hide it, by putting it in the middle of a bunch of their other CD games. There was no need to run a Silpheed/StarFox side-by-side comparison as they once did with Sonic and Mario.

Next, in case if anybody would accidentally see their revolutionary game, they decided to have a 20% unplayable version in the machine. There was no reason to show the nearly complete version that was on display at Sega Fair in Tokyo in December.

Finally, to keep the game completely secret, Sega decided not to mention it in their press kit. There was no need to tell the world that Silpheed had over 500,000 polygons on the planet level alone; that Silpheed moved along at 20 frames per second; that Silpheed uses advanced fractal geometry to calculate the texture mapped highlights and shadows of the detailed geographical features; that Silpheed had pounding music and sound effects, all encoded in stereo, surround, PCM, CD quality sound.

Sorry, Sega. But I just couldn't keep it a secret anymore. Silpheed was the real Game of the Show. If you doubt it, check out the pictures on page 52.

Forget FX chip technology. CD is where the action is, and Nintendo's unit is at least another year away. Sega has it now.

But don't tell anybody, as Sega wants to keep it a secret.

In other news, we have a great issue for you this month as we have a lot of great bonuses packed inside, like the special foil cover, a Street Fighter comic book, a 32 page guide to portable games and accessories, an exclusive X-Men poster and strategy guide, and, if you are a subscriber, a special QuarterMaster newsletter.

As always, we welcome your comments, criticisms and suggestions.

Ed Semrad  
Editor

Member  
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MAGAZINES

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& NES



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Just keep telling yourself, "THIS ISN'T REALLY HAPPENING...IT'S ONLY A GAME."

GENESIS  
SEGA

GAME GEAR  
SEGA

ARENA  
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SEGA

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He doesn't care if you  
use the plasma  
flame or the  
chainsaw arm  
to carve his  
**LOBSTER  
CYBORG  
BUTT,**  
just please be gentle.





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If they still don't get it, teach their army, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, head to head, can tag, saw, and beat each other to death over and over again. You shouldn't try this without the game.



SEGA  
GENESIS

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You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

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# ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

## FACT-FILES

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# THE TURTLES WOULDN'T TRADE THESE ADVENTURES FOR ALL THE SLIME IN HOLLYWOOD.



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# INTERFACE

## LETTERS TO THE EDITOR

Tired of all the boring letters in the other mags? Then send us your requests. Don't expect to get in the Psycho column, as you can see from the one in this issue, there are some real oddball weird people out there. Other than that, here are the rules: No Street Code requests, no more SP2 Game Game codes and no more requests for a date with Martin as he's booked into 1994. If your letter gets printed we won't send you anything but your mag will think you're a hero! If you REALLY want to impress us, you could draw something on the front of your letter. I then send it to Interface, Letters to the Editor, via Gemline Publishing Group, 1925 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you want a personal answer to your problems, go to church.

### ASK, AND YOU SHALL RECEIVE...

After I saw the pictures of Time Gal and Road Blaster FX in your November and December International Sections, I called Renovation to ask them to bring out these games in the U.S. I told them that type of game would appeal to a lot of players because they use the old 'Dragon's Lair-type of control.' They were very patient and listened to what I had to say. They then asked me a bunch of questions. Sure enough, they are now going to bring it out here in America. I urge all game players to 'speak up' and if you see an international game in EGM that looks good to you, call the U.S. company and tell them that you are interested in that type of game. It worked for me!

**Andy Woodson**  
New York, NY

My favorite Sega CD game is Cobra Command. I have just seen the Renovation ads for Road Avenger, and that game is now on the top of my 'to buy' list. Back in your November issue you showed pictures of a Japanese game called Time Gal and it looked very similar to the other two. Last issue you said that it is coming out here in the U.S. and this made me very happy, but I just read in another mag that it isn't coming out. I want this game bad! Tell me that somebody will be doing it here.

**Dave Halston**  
Encino, CA



Because the U.S. game players asked for it, Time Gal will be coming out this spring!

*(Ed. There is a very important lesson that all game players should learn from Andy's letter. If you really want a game to come out here in the U.S., let the company know about it! If enough players call and write, the company will give it serious consideration. Does it work? You bet!!)*

*In the case of Time Gal, Renovation's president Hide Irie summed it all up in the Time Gal press release:*

*"Due to overwhelming requests and interest from American game players, I'm happy to say that we're bringing Time Gal to the United States."*

*This is but one reason why we have an International Section. Not only does it give the American players a preview of future games that companies have announced will be coming out over here, but also, as in our coverage of Time Gal back in our November issue, it gives the U.S. players time to call the companies who haven't decided whether they should spend the time and money to convert the Japanese games. We'll keep up the coverage so you can make the calls.)*

### SUPER SCOPE IS COLOR BLIND!

Have you been having problems beating your favorite Super Scope game? Do you swear that you keep hitting that enemy, but it just won't die?

Don't be quick to blame yourself!



Does the Super Scope have you seeing red? That's because it can't!

EGM has obtained from sources in Japan a new technical document that describes the construction and specifications of the Super Scope for the Super NES.

In this publication, Nintendo states that "The Super Scope is not sensitive to [the color] red at all."

They go on to say that this is because the color red in our TVs stays on the screen (called the period of fluorescence) a relatively long period of time (four times as long as green and about 5 times as long as blue) before it fades away. Since the gun needs to detect and time events very precisely, by the time the red color fades away, the enemy would have moved and the gun would have registered a 'missed shot'.

# CHOOSE YOUR WEAPONS.

You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but these two can combine into one superfighter of establishing power!



STRIKE GUNNER

STG

Exp  
GAME



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Q-bert 3

Q-Bert 3 for the 16-bit Super NES system takes the classic Q-Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q-Bert 3 introduces a whole universe of new enemies, obstacles and items.

Box Art by: J&B Game Illustrations, Inc.  
Based on artwork by Mark R. West (1987) and Mike  
Parker (1988) for the original Q-Bert arcade game.  
Written and designed by: J&B Game Illustrations, Inc.

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HE'S QUICK, HE'S CURIOUS, HE'S QUBE-ACIOUS!



# LETTER OF THE MONTH!

The article below ran in the New York Post on January 13, 1993.

## VIDEO GAME MADDEN-NESS Toymakers use sports to sell kids on violence

by: Phil Mushnick

Who'd have thought with out. The past Friday is a date that topped the NFL Players' Association for licensing a Sega home video game - NFLPA Hockey '93 - that introduced hockey to children as a game steeped in violence, graphic violence, a photo of an NFLPA licensed Super Nintendo game was necessarily shot with the camera.

But a funny thing happened on our way to making things right with the line folks a Nintendo. Before we printed our copy, we fell compelled to check out the Nintendo version of the NFLPA's marketing endeavor. So we headed to Toys 'R Us.

There will be no apology.  
What we found at the toy store was more than disturbing. It was sickening and depressing. Everyone's working off a copy of the same leased plan. It is a costly new strategy with some nice video add-on, adding real pick-up sports games to children by giving a preview on that same sensitive violence.

First off, the NFLPA's Nintendo version of the video game is virtually the same as the NFLPA's Sega game - the object of it is to fight, meaning and delighting in the graphic violence. The beauty and skill of hockey does not enter the marketing equation.

The Nintendo people, like the wonderful folks at Sega and the NFLPA, can go straight to hell. Their sales strategy is geared more toward that same team gamesmanship or sportsmanship.

Next the rack that held the NFLPA's game, we found a Sega basketball game. And finally, The subject of the game was basketball. The game's object was clearly attention on the packaging. This "NBA" - *Kobe Bryant's Block Off* - was owned by the Sega people, was promoted to the Rudy Tomjanovich story, or whether it provided the inspiration.

Toys 'R Us, we began to see, now serves as headquarters for kids looking to get a leg up on the brutal world that exists there. So, in a truly rare preview for when we see next, a Sega home video game with John Madden's writing, lack bearing from the cover of a cartridge that reads for *360 - John Madden Football '93*. The packaging is some of the messiest left in sportsland.

Great! The question is - how did this all come to pass?  
"Signed play of the year" - basketball as well as the "hottest" list, we learned that John Madden Football '93 reflects a program that sends a computerized ambulance onto the field to deliver the QB. When the ambulance drives off, the computer

and players who get in its way see an over. Fabulous!  
Next to John Madden Football '93, we found John Madden Football '93. Some, as last year's edition, except for a few added features, including "celebration tactics."

We thought about Dennis Byrd. We thought about Gary Slinger and Ace (The Assassin), Yarn, and Mike (The, and Jeff Fuller, and Chuckie Muller, and Marc Dumontoni).  
We thought about its interview MGR's. Bob Page conducted last month with Herb Dumontoni, who raved out as a new NFL. From some video "18", "Rocks", which means mostly legal. His, how above the shoulder delivered with his helmet. And all set to look music.

And the very next afternoon, we thought about them all again, as we watched a real ambulance drive onto a real football field and carry away Steven Thomas, John Jackson during the Buffalo-Portland playoff game.

We wondered if the same kids who delight in the appearance of the ambulance in John Madden Football '93 and '92 were watching the Bill Clinton, and whether they were delighting the Jackson was being shot into an ambulance, and whether they were disappointed that the ambulance didn't move down any players, as I left to bed.

And we thought about John Madden, whom we know so and our own John Madden. What in the world was Mike thinking when he turned out his name and had image in the history of a football game that promises to entertain children by crushing the QB so that he might be shipped to the hospital via ambulance?

We reached Madden, Monday at his home in California. He told his association with the game's designer, good back 10 or more years, when Madden agreed to program football plays for the game.

My idea was to help make an 11-on-11 game - close up the plays, the deliveries. It was a fun thing, just a money thing. My part is not as a computer guy. My contribution is the football. I've added the run and shoot offense, nickel defense, things like that.

So what about how the game has - you raised several big issues. We'd think about the on-the-one or salesmanship that appears beneath Madden's name, and perhaps, salesmanship that promises both it's not not as a sport, but as a conduit for reach-a-graphic violence?

"I didn't add those things," said Madden. "They [Sega] just took things they see in the game. I've never seen the ambulance come out, and I'm told that the ambulance comes out very seldom."

The Madden did not dispute the fact that an ambulance is depicted in Madden's "QB" as well as the game's computer and program. And he did not dispute the fact that such elements were featured some in the game's set.

And how about, "celebration tactics," saying as a featured added element in the marketing of John Madden Football '93? "Celebrate tactics are part of the way the game is played," said Madden. "As long as you don't hit 'em in the head, it's legal."

Not quite. NFL rules prohibit costume tactics of any sort. "But," said Madden, "I never want to see anyone get hurt." So then was Madden short on violence, given that his good name and image are used to market that product to children? Is he afraid that his celebrity status is being exploited to sell a game whose primary-over process children the opportunity to look over-look out of the game and into the hospital?

"I don't know if I have used those words," he said. "I don't want to see anyone get hurt, and I hope I won't never be a part of something like that. But the things you're talking about - see, it's a big part of the '93 game'."

But they are part of the Sega game, and they're a depiction of how Madden gives the game its look.

Had Madden been present when the elements such as the ambulance were added, and when the printed packaging that promised kids the opportunity to land a QB in the hospital was suggested, would he have allowed such salesmanship and personification?

Probably not," he said. "But what do you want me to do when there's that the game?"

No, but we wondered what Dennis John Madden Football '93 might look like.

"Well, the staff we're talking about won't be in there next year," said Madden, leaving us with something we didn't find in Toys 'R Us - some hope.

The above article has been reprinted with permission from the New York Post, January 13, 1993. All rights reserved.

Wow! Can you believe this guy? Never have we seen, in print, a story that was so far off base as this one Mr. Mushnick, you made at least two fatal mistakes.

First, you have trashed the two best sports games on the market. Not only have all game magazines called these carts the best ever made, but even non-game related mags have given these carts similar praises and awards.

Second, and most importantly, you really show your ignorance by calling Nintendo a company that condones and exploits violence. Ask any kid and he will tell you that Nintendo is the last company that would ever allow excessive violence in a game.

And what is really sickening is how you relate the real life sports injuries to the kids playing video games. The accidents were tragic indeed, but football is a violent sport. As such there will be clothesline tackles, late hits and other bad plays. Perhaps the problem isn't with this generation of kids, but rather with the way the sport is being run.

To jump on Madden is also plain stupidity. He helped create the most realistic-playing football game ever made. Coaches play it, players play it, perhaps you should have played it. If you would have, you would have seen how the game does play like the real sport.

You might also want to give kids some credit for seeing through the typical PR hype. Kids want a good playing game. The Madden name means quality not violence. It didn't get to be the best-selling sports game by accident.

Everybody, of course, is entitled to their own opinion about video games. What is sad, though, is when a quality newspaper like the NY Post prints such a biased, one sided, un-researched article such as the one above.

What do you think? Did Mr. Mushnick escape from the funny farm? Or are our sports games really that bad? Write in and let us know





# PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.

Coming soon for SNES, NES, Game Boy, Genesis and Game Gear.



SONY



## SF2 BOSS CODE!?

I couldn't believe my eyes when I saw the SF2 Game Genie codes in your last issue. Of course I immediately gave the codes a try. To my surprise, sure enough the bosses were there and after a bit of practice, I saw that by doing Ryu's moves I could get Bison to do all of his moves. Although the game glitched out after the first round, it was fun. If anything, doing this got me to finally realize that there aren't any hidden 'natural' boss codes in the game, as if there was some buried trick to get them to show up, your Game Genie codes would have revealed Bison's secret moves.

Chad Rice  
Portland, OR

I saw some SF2 boss codes in another magazine. Unfortunately they were for the Pro Action Replay instead of the Game Genie (which I have). Like a fool I ordered the PAR, only to find out that their codes won't let me play as the bosses, and the supposed match-ups between the two bosses would not work. There was no way to play Bison vs. Bison as they showed. Looking back at their pictures I realized that I was duped; none of the shots with the so called matches showed any action, just the introduction screens.

Richard Guerrero  
Cambridge, MA

Thanks for the Game Genie SF2 boss codes. I wish they would have worked for more than one round, but at least they worked! Did you know another magazine ripped off your codes in their February issue?

Josh Pixton  
Austin, TX



Play one round of a two-player Boss vs. Boss game in Street Fighter 2.

*(Ed. As we have been saying for quite a few months now, there is no way to play a complete Boss vs. Boss game with the Super NES SF2 cart. Of course this a very emotional subject as everybody "knows" that Capcom had to have hidden something in the game and when a mag says they found a code, these emotions really run wild, as they did in Richards case.*

*Again, as the GG codes verify, there is nothing hidden in the game. The GG and PAR can change things that are programmed in the game, but they can't add something to the program.*

*Since there were no programmed controller moves for Bison, something 'existing' has to be used. Our codes take Ryu's moves and assign them to the movements of Bison. For example, if you do Ryu's hurricane kick you will get the on-screen Bison to do his Flaming Torpedo. As you would expect, the game glitches, as it is doing something that it never was intended to do.*

*We have been working with the PAR for some time and it isn't easy to get working codes for the Bosses. That is why we didn't print worthless codes just to show two Bisons on the screen for an instant. We don't consider that to be a trick that our readers would like, especially when most readers don't have the PAR. We also aren't in a side business that coincidentally sells the PAR.*

*As to our Game Genie Boss code, once our mag hits the streets, the info is fair game. You should know that Game Genie codes are as unique as passwords, though. It doesn't take a rocket scientist to see where the other guys are getting their info.)*

## MORE SUPER NES NEO-GEO

I really like to play the Neo-Geo games but I can't afford the home system. Paying over \$140 for one game is out of my budget. I do have a Super NES. Since Takara is bringing out Fatal Fury, will they also do World Heroes and Art of Fighting?

Ken Chang  
Sacramento, CA

*(Ed. You want it, you got it! Takara has confirmed that they will bring out Art of Fighting in December and Sunsoft has announced that they are working on World Heroes for the Super NES.)*

## TOP SECRET SPECS ON SEGA'S 6-BUTTON CONTROLLER!

Sega has finalized the specs on its upcoming 6-button controller. While most of the details remain the same as those reported in the January EGM Express column, sources in Japan have told EGM that there have been some rolling changes made.



Sega's 6-button controller will be upwardly compatible with the 3-button controller!

First there will be a new button on the back of the controller! Tentatively called the MODE switch, this button will be used to tell the Genesis what type of controller is plugged into the system. It will work like this:

By holding down the MODE button when turning on the system, the pad's 6-button mode will change to that of the 3-button pad. This will be useful when playing older, 3-button controller games.

The MODE button can also be used as a 'select' button, or during game play, its use can be combined with either the control pad or three main buttons.

There will also be a configure screen in the games that will allow the player to select whether the controller has 3 or 6 buttons.

In fighting games the X, Y and Z buttons will be used for weak, medium and strong punches. The A, B and C buttons will be used for weak, medium and strong kicks.

Note: Software written for the 6-button controller is planned to also work on the old 3-button controller through the use of pressing a combination of buttons!

TO LAUNCH OUR  
NEW 16 MEG  
GAME, WE WANTED  
TO HIRE THE  
BIGGEST  
STAR IN  
HOLLYWOOD.



BUT SINCE WE  
COULDN'T AFFORD HIM,  
WE SETTLED ON A  
FLEA-BITTEN, MANGY  
BOBCAT NAMED **BUBSY**

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of the Furred Kind**  
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and Sega<sup>®</sup> Genesis<sup>®</sup> systems

## SUPER MEGA MAN?

I wrote this letter in capital lettering because I want it read. I have been an avid reader and buyer of EGM ever since its third issue. I truly believe that what you print is fact, but now I must question your sincerity as to your claims to have seen or heard of a 16-Bit Super NES Mega Man title. I was so excited to hear this that I called Capcom to see when it was going to hit the stores and they said that a 16-Bit Mega Man game was not even in the planning stage. I said that EGM mentioned it in their mag and even on its cover. The guy at Capcom then asked me if I ever read the Enquirer. EGM is not the Enquirer, I said. Every time someone questions your credibility you prove them wrong. Please do it again.

Lee Berlin

Gaithersburg, MD



Watch for the 16-Bit Super Mega Man to come out late in 1993.

*(Ed. We talked to Capcom at the CES and they did say that the game was going to come out late this year. We weren't able to get any pictures as we understand the game is so new that no pictures of it exist yet. And since we got our CES coverage to you so quick, it is quite possible that not everybody knew about the great Mega Man news. Everything is cool now. As you can see from the press release, Capcom has formally announced the cart and we recommend that you stay tuned to EGM for the latest info on this super soft. Does this set your mind at ease Lee? We wouldn't steer you wrong!)*

# EGM ENVELOPE ART!

Street Fighter 2 is still dominating the artwork. How about something original like the 'gitch' letter?

**Note:** Only normal (4 x 9 1/2" or smaller) envelopes will be allowed from now on! Put your name on the back. All winners get a free EGM 'In Your Face' T-Shirt and the first prize is a super-heavy-duty arcade-quality Fire Stick from G & C Manufacturing.

## FIRST PRIZE!



Jan-Marke Manligas, Costa Mesa, CA



Bobby Tanks, Chicago, IL



Bob Morgan, Chicago, IL



Kevin Johnson, Sanford, N.C.



Terry Park, Westminster, CA



Jzian Berlian, West Malaysia



Richard Boettger, Brandon, FL



Derek Snock  
Pomona, N.J.



Rommel Franco  
Sopulveda, CA



Bob Hatfield  
Logan, OH



Aphinat Bunnag  
Bethesda, MD



Chris Stevens, Havelock, N.C.

The first place prize is a Fire Stick donated by G & C Joystick Mfg. Per product info contact them at 9108 E. Gemini St. West Covina, CA. 91790 (918) 912-1955



## NUDITY IN EGM...!

I have a complaint about the cover of your February issue. On the cover, there is a picture of Bubsy the Bobcat. He has a shirt on, but where are his pants? Many people would take offense at seeing this. Although the art is very good, I am very surprised that you would do something like that. Please tell Bubsy to buy a pair of Levis.

Mitchel Katz  
West Bloomfield, MI



Has EGM gone too far??? Does Bubsy need pants? Should Sonic get a jogging suit? Are the TMNT too risqué?

*(Ed. Nice try Mitchel. If we wouldn't have had a shoe-in for the psycho letter, yours would have gotten it. Why don't you go bother the people at the zoo to get them to put boxer shorts on the elephants. Anyway, why pick on Bubsy? Other animals like Sonic, Tails and the TMNT have appeared nude on previous EGM covers and nobody has complained until now.)*

## DIRTY DISCS...

I would like to know if you can use regular CD audio cleaner on your Sega CDs. I asked the Sega Consumer Department and one person told me that I could, and the other one told me that there wasn't a need to do it. I got a smudge on my Night Trap game and I can't get through the hall between 7:00 and 8:00. What should I do?

De'shon Boynes  
Chicago, IL

*(Ed. Actually both of the people of Sega were correct. Usually a 'smudge' will not stop the laser pick-up from reading the data on the disc. Where you run into problems is when your disc is badly scratched or warped. If you want, you can clean the disc with an audio CD disc cleaner but it probably won't solve your problem. It seems to me that your problem is more game play related rather than electronic. Try following the times that we listed in the February's Tracks of the Trade section to get you through the game.)*

## TOO MUCH MEMORY...

My company, RSP, designed and developed the Super NES versions of Tom and Jerry and Hunt for Red October. Please note that both titles were done in 4 megabit format.

Vince Desideria  
Reidel Software Productions Inc.

# SIXSIXEY



"Distilled, detached, pure, with vocals that choose to run against the waves of relentless beats with more fight, spite and passion than most bands can manage over seven albums."

—NME

Featuring their explosive hit, Love U More. Plus Pressure, Walk On, and Broken English.

Their brilliant debut.

Produced by Susscraven, Mack Sledge, & Ralph Johnson  
Management: Mark Stenzel Productions

COLUMBIA

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# The First CD-ROM

## FLASHBACK

THE QUEST FOR IDENTITY™

12  
GEM



# Game in a Cartridge!



**Planet Titan:** It's a jungle out there filled with mutants, answerer fields and other weird stuff.



**New Washington:** Find your memory (remember that?) then go under cover to avoid the Heat.



**Death Tower:** In a futuristic gladiator battle, it's a fight to the finish against replicants.



**Paradise Clubs:** You sniff out the aliens' bizarre plans but now they're on to you dude.



**Earth: Cops:** Your identity is uncovered. Now robot cops want to pulverize you.



**Planet Morpheus:** Surprise! You show up at the aliens' HQ. They don't look happy!



Exclusive 14-page  
Marvel® Comic Book  
included inside the  
package.

**Flashback** – the first game ever to pump awesome high-octane CD-ROM performance from a cartridge. The action screams along at 24 frames-per-second. Just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™

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and



# REVIEW CREW

## STEVE HARRIS



The Head Honcho is trying to be a Hero. With enough work it could just happen in June.

**Current Favorite Games:**  
Bubzy; Dood Avenger;  
Flashback

## ED SEMRAD



Ed bought some rope. It must mean he is getting ready to tie the knot.

**Current Favorite Games:**  
Cool Spot; Dood Avenger;  
Bomberman '93; Flek;  
Jeogo Stelio.

## MARTIN ALESSI



Martin is getting cabin fever. He can't wait until Spring when he can get his 'car' out of storage.

**Current Favorite Games:**  
Bubzy; Flashback; Cool Spot; Lords of Thunder

## SUSHI - X



Sushi has gone back to Japan to teach his countrymen how to play Mortal Kombat.

**Current Favorite Games:**  
Mortal Kombat; Street Fighter 2; SFC CE Turbo

Duo		T.T.I.	
Bomberman '93			
Action		New	
8 Levels		4 Meg	



The name of the game is fun and Bomberman '93 comes in quantity. While it is a good game to play solo, the only way to get the full enjoyment out of the soft is to hook up the Turbo Tap and invite four of your friends over for the time of your life. To become a pro will take a lot of strategy and technique.

Take the best of the original Bomberman and add new techniques and power-ups. The game play is great and there are lots of new levels with traps, hazards and hazards. The best thing about this cart is multiple player function. It makes playing the game a blast among friends or even with the competition. Very habit forming!

T.T.I. has dropped the bomb on the Duo! Bomberman '93 explodes with challenge and excitement for all you puzzle fans!

As the bomb-totin' man, conquer such bosses as Shadow, Plant, Bird and Idol Head. Be careful not to seal your own fate, because if you get too close to a blast, Game Over! You must rid the levels of all monsters before you can advance to the next maze. Drop your bombs within the time limit for bonus points.

Several icons can help you really blow up the place! Roller Skates increase your walking speed and Bricks let you walk you through walls! Try the 5-player game for fun!

There's no doubt about it. This is the party game of the year. While it may look like a game for kids, if you give it a try you will be hooked. It's a tough game to put down especially when you and your friends start playing. Like the different levels as it not only has variety but each requires different techniques to win.

Excellent! After several 5-player head-to-head matches I must say Bomberman '93 the first nominee for the most addictive game of the year. This game has so much strategy, it's a blast for the best multi-player game ever. While single player games are very good, the VS mode is the best, even against the computer.

# GAME OF THE MONTH



# NOW YOU'VE REALLY GOT A FIGHT ON YOUR HANDS.



If you think the only way to totally experience Street Fighter II is at the arcade, get a grip on the one and only Capcom Fighter Power Stick. It's the only way to power up to full arcade play at home—for perfect execution of your Yoga Flame, Dragon Punch, Spinning Pile Driver and other favorite attacks. Its 8-way joystick lets you nail every move with minimal effort. Its six attack buttons have the same layout as the arcade game. And its three speed turbo-fire and slow motion features give you total fighting power without major finger wear. It even brings arcade style play to all of your other NES and Super NES games. With the Capcom Fighter Power Stick, you've just begun to fight.

**CAPCOM**

## CAPCOM FIGHTER POWER STICK

Super NES		Data East	
<b>Shadowrun</b>			
Adventure	April		
6 Levels	8 Meg		



It's the year 2050. The world as we know it has become a desolate and desperate place. The Mega-corps control everything, and a resurgence of magic is making survival near impossible.

In Data East's *Shadowrun*, you are a shadowrunner, delivering between the law. Begin your journey in the morgue and travel the streets, stopping at the Grim Reaper tavern for clues. There's a bomb somewhere...

Although the story moves quite slow, it was able to appreciate the detail built into this RPG. While the graphics were only average, this is typical of this genre. I had hoped that the sound would have been better but the quest is the most important part to the game and Data East did a good job in delivering the goods.

There haven't been many good quest/RPG games since *Zelda* and I am glad to say that *Shadowrun* is one of the better ones in this category. The story doesn't move along very quickly and I really had hoped that I would have had more action. *Shadowrun* is a game that will appeal to fans of this genre.

This cart has a really cool storyline and gets more interesting as you play. There are a few humorous moments and lots of things to interact with. The graphics are not too impressive and the sound support is very weak. The game will definitely appeal to RPG fans, but most players might not be too impressed with this cart.

*Shadowrun* is a really good RPG sporting plenty of items and puzzles to interact with. The quest is long and rough, but it moves slow enough to keep your head on straight. *Shadowrun* may not be very exciting, but any fan of the board game will be very pleased to pick this one up. The music gets annoying after a while.

Super NES		THQ	
<b>Family Dog</b>			
Action	Now		
N/A	8 Meg		



Try to survive in this latest dog-eat-dog world created by THQ.

*Family Dog* features you as the household pet, fending off the abuse of Billy and the rest of the family. Use the canine icons to help dodge Billy's slingshot and popgun. He'll also send the vacuum cleaner after you! You won't find solace in the kennel, however: vicious German Shepherds are eager to make your acquaintance! Give the dog a bone!

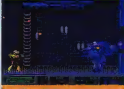
This is another one of the carts that just isn't quite there. If the controls would have been tightened so that *Family Dog* would have been a good game for the younger player, the concept is very good and the graphics are appropriately done but it falls short of execution. The cartoon tie-in is a good idea.

I think *Family Dog* is a good game for the kids. It took a bit longer than normal to get used to the controls. Movements but, after a while the game becomes very enjoyable and a lot of fun to play. The levels could have been harder but considering the target audience they are probably OK. Too easy for my liking.

The graphics are very cute and kids may relate to the cartoonish quality of the game. The controls are very poor and it keeps the cart from really being fun. There are a lot of cute animations and the dog's antics are really funny. The game is too simple and offers little or no challenge. Kids may be disappointed by it.

*Family Dog* is a good attempt at bringing a cute cartoon to the video screen, but somehow the fun was left behind. Throughout the game, you can conquer each level with a minimum of effort! You can run through each level almost non-stop! Yes, kids will enjoy the control, and veteran gamers will dislike the action.

Super NES		Electronic Arts	
<b>B.O.B.</b>			
Action	Now		
8 Levels	8 Meg		



Our android friend B.O.B. is on the Super NES and he's ready for his date. But it seems that the big-eyed android from Electronic Arts is having some trouble. B.O.B. has totaled his car after running into an asteroid. Now he's stranded on a strange planet and his date is waiting!

B.O.B. will have plenty of obstacles to overcome, like fire-breathing bosses and twisting corridors. Will B.O.B. stand up his date?

This game has very good graphics and some excellent animations. I liked the challenge the later levels present but getting there was not as enjoyable as I expected it to be. The game has good play mechanics and is addictive after a while. Overall though, the game was only average at best.

This is another one of those games which not only plays well but is also fun to play. B.O.B. is a cute character that grows on you the more you play the game. Although the action is limited, I did find that there were more than enough ways to build up my weapons. A good game for those who like slow-moving action.

I liked this cart because of its original theme and the variety of power-ups. You must conserve your weapons and gadgets until you need them most. The game has a ton of levels and offers a challenge to those adventuresome enough. The bosses are not very impressive and are few and far between. Great animation!

B.O.B. has excellent animation, but the game play is a little disappointing. Enemies are far and few between, and other than climbing a few things, you really can't do very much except jump and shoot. The music needs a major overhaul, and the levels are a bit short for a game of this size. Sorry, no dice here.

# **Q-LETTER**

## **FOR EGM SUBSCRIBERS ONLY!**

### **The Q-Mann Plugs In...**

...Welcome to the first installment of the Q-Letter, your one-stop source for the latest inside info on the hottest topics in video gaming! There's plenty of trunk to talk about kiddies, but this month yours truly will focus in on the battle between the systems and the shape of game machines to come. We've heard a lot about the killer consoles and the games they'll play - now it's the Q-Mann's turn to deliver the dirt on what will win big and what will fall with the most giant sucking sounds (did you say Atari?)...

...The Q-Minator is hot on the heels of what could be the biggest new name in town - Jaguar. Yep, the super 64-Bit (really, guys, this is the marketing equivalent of a brown snowstorm - 32-Bit is almost believable, but if you're going to go that high, why not just give it a REALLY impressive number like 1,000,000-Bit) was hailed by most tech-heads at the recent CES as the mega machine of the show! Sure, it has RAM problems that cripple its lightning-fast processor and advanced graphic chips (we're talking polygon heaven here boys and girls), but if the Masters Inside Atari (MIA?) screw their brains in straight we may see this system get the attention many say it deserves...

...Now the Quarter-fiend comes to the 3DO. The hardware brains behind Trip's miracle machine are totally dazzling, but its the price! OUCH! The Q-Mann has mixed feelings on this next generation monster. If your pop is the president of Federal Express or if you have a bank named after the family, I say go get it! There will be tons of softs with big guns like EA and Paramount offering most of the muscle. If you find yourself saving for months to get a Lameboy, er, Gameboy cart, 3DO may not be what you're looking for. Of course the 3DO promises games via cable and low monthly rental fees (I sound like a furniture ad) in the future, so don't write it off just yet...

...It has been a few months since the guru of gossip threw some ink at the upcoming wonder-machine from Sega, internally code-named the Giga-Drive. Although you'll never see a system bearing that name, the Q-Mann has heard directly from a top-level suit in Japan who not only confirms the existence of the console, but indicated that such a device may find its way onto store shelves in the Land of the Rising Sun as early as this year! SOA champs deny such rumors, but with the Genesis selling at a number one speed and the Sega CD firing all thrusters, a new hunk of hardware is the last thing they want to see. Giga is supposedly going to operate at 32-Bit with an 11MHz processor, but is unlikely to support much of Sega's System 32 arcade architecture. Great games and downward compatibility with the Genesis and Sega CD are also among the rumored features of the vid industry's current big-hitter...

...Now I know the Turbo never really picked up the speed it may have deserved under NEC's direction, but that hasn't stopped plenty of activity from brewing for a major mega-bit assault on the market by TTI! The 32-Bit system which EGM exclusively previewed a couple of months back is now in the final stages of design, with a street date still tentative but due sometime this year. The Q-Mann, despite all the best attempts, has had difficulty pinning down game names, but a demo tape crossed my eyes which showed off the system's graphic superiority. Hold onto your seats because TTI is rumored to be making plans to deliver the Hudson design with a CD-only interface, eight button controllers, and instant on-screen morphing. Groovy!...

...Up in the attic are continued industry gossip on a possible Nintendo color portable (the Q-Mann gives this design the big daz), split opinions on the Pioneer laserdisc machine that comes with game systems to plug in, and the Nintendo CD-ROM (check out the full specs courtesy of yours truly in the April issue of EGM and expanded coverage in the April edition of Electronic Games). Regardless of their outcome, you can bet on hotter hardware and better games to come...

**- QUARTERMANN**

## **QUARTERMANN'S "OVERHEARD AT THE CES" COLUMN**

...While undercover during the recent CES show in Vegas, the Q-Mann overheard plenty of interesting talk from those in the know. Sure, its true they had no idea that the one and only doomsday journalist was near, but I guess that's the price you pay for talking too loud over a lousy burger...

- "Get out of the way, the bow tie monster is coming..."
- "Why wasn't Total Carnage in the Acclaim booth? I read in that EGM rip-off that it would be here as a 12-Meg game..."
- "Hit me."
- "Nintendo told me that Street Fighter 2 would never come out for another system..."
- "Nintendo told me that Street Fighter 2 would be out on Sega later this year..."
- "I'll trade you three Ken Lobb cards for a Howard Phillips..."
- "Wasn't that the buffet where they had the food poisoning scare..."
- "If Sonic CD is so good, why isn't it here?"
- "I didn't realize that was Martin Alessi. What happened to the WD-40?"
- "No!  
That's not true!  
That's impossible!"

## **THE Q-MANN REVIEWS...**

### **ROAD AVENGER**

Did you ever get an urge to watch a movie that only displayed three seconds of film before requiring you to hit the appropriate button on your VCR control before it played the next three seconds of film? For all you video masochists out there, Renovation has produced this little number that boasts some slick full-motion video (and look, they nearly got it to fill up the whole screen!!!) and absolutely

trunken action that includes moves like the pedestrian plow!

Road Avenger isn't much of a game, but, like Cobra Command before it and Time Gal soon to follow, it is a gas! The cartoon footage is straight from a Japanimation and is good for a few laughs. Probably the best showpiece the Sega CD has to date (no more videos, PLEASESSEE), the Q-Mann gives RA thumbs up!

## **THE Q-MANN REVIEWS...**

### **STARFOX**

The quality and presentation of this title is absolutely obscene.

Leave it to Nintendo to keep the first Super FX cart for themselves...and what a cart it is. Developed in the U.K. by Argonaut (the same group that developed the SFX chips), Star Fox takes home polygon gaming to an all-new plateau. Between the massive number of explosions and on-screen fighters, to the overall inten-

sity of the battles, StarFox scores big with the boss of goss.

Count on plenty of depth in this head's-on, eye's-up blast-a-thon, but watch out for the flurry of copy-cat poly games that are sure to follow (maybe we'll finally get a decent version of Hard Drivin' on a home sys.). The word is kick Nintendo, and you did some all over the place during the CES show! Bravo!

## **THE Q-MANN PREVIEWS...**

### **EMPIRE STRIKES BACK**

This little gem, hiding in one of those back rooms at the CES your mother told you never to venture into, was undoubtedly the best of the show (where did you EGM guys get Flashback? It was Sliipheed all the way for Best o' Show).

The second 16-Bit Star Wars epic from Lucas is cranked up even more, with awesome mode 7 screens of snowspeeders with back-

ground definition that left the Q-Meister awestruck!

Although this cart was far from finished, the wizards at Lucas assured me that no expense would be spared to insure that the follow-up to their brilliant Star Wars game would be just as good. Mark the words of the dirt driver, Empire Strikes Back will have everyone licking their chops and waiting for more. My only question is: Where's Jedi?

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# FATAL FURY



LICENSED BY  
**Nintendo**

## FATAL FURY

*The battle of fate has begun...*

*Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade magnet. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!*

*Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use facts and feist to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, having energy blast bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!*

*The battle is joined on a journey through the mean streets of Sanitown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered!*

*Realistic characters, multiple active moves, special skills, all this combined with lightning speed to the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?*



**TAKARA**  
Video Game Division

230 Fifth Avenue, Suite 4001-B, New York, NY 10001  
Tel: (212) 693-1212, Fax: (212) 693-9399

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Don your special assault outfit and become Super Turrican. You and the U.S.S. Freedom Forces are trying to free a captured planet. This new action cart by Seika pits you against an army of opponents, including flaming steam pipes, face-huggers and giant beasts. You will have to utilize your Turrican skills to liberate the planet. Collect power-ups and icons to protect you and to give your guns concentrated power.

There have been other versions of this game done for various systems but this is the best of the bunch. The graphics are very well done, the control is tight on the money, and the audio is impressive. I liked the longer than average quest and the power-ups were better than average. A very well done game.

Although few players will be able to experience the Dolby Surround soundtrack, take it from me it's outstanding. Throw in exceptional graphics and lots of super intense action and this is the action game of the month for me. Use the idea of hidden power-ups as it adds more of a challenge to the game. Outstanding!

A great playing and great looking action cart for the Super NES! The action is intense, with lots of enemies and tons of enemies. The music is great and features Dolby surround sound. The game play is very good with great control and plenty of techniques. With numerous levels, the action gets a tad repetitive.

Super Turrican is an excellent multi-scrolling action title for the Super NES! It doesn't have much of the air of other half-blown mega-hits, but it has plenty of power-ups, techniques, and cool sounds to keep you blasting. One thing that surprised me was the smoothness of the control and response.



Step into a futuristic race car that has a top speed of 200mph! Sega has changed the face of road racing with the hi-tech Outrun 2019.

Grueling routes to choose from include cross-country, ancient ruins, futuristic cities and icy roads. Obstacles such as other cars and trees will put your driving skills to the test. Your turbo boost will kick in for those tricky passes and ramps. Get ready for the ride of your life!

For some reason Sega has never been able to do a good racing game on the Genesis. This futuristic version of Outrun is no exception. The feeling is not as smooth as I expected it to be and there just isn't much difference between this and the previous versions. While the challenge is there it just doesn't look good.

I had hoped that with all of the programming experience at Sega they would finally get Outrun to be one of those 'wow' type racing games. Although the games are getting better, there still is a lot of room for improvement. Perhaps there just isn't enough money, so I guess I will just have to wait until Batman CD.

What happened? If this is what the future holds for cars, I'll stick to the classics. The graphics are very choppy and fail to give the effect of real driving. The game play is OK and the only real improvement is the power boost after you hit your speed. The game needs more variety and the music and sounds are lame.

Outrun 2019 is a good idea, but there isn't any challenge! You need too few cars, obstacles, or hazards to make the game a real challenge. The music isn't quite up to Outrun standards, but it's passable. I love the power boost and the multi-level tracks, however, which add a new twist to the old theme.



And you thought the Ninja Turtles were tough! Tradewest's Battletoads have jumped onto the Genesis for a battle to save their friends.

Help Rash and Zitz rescue Pimple and his girlfriend Angelica from the evil clutches of the Dark Queen. Combat this sinister lady with punches, kicks and jumps. Re-energize your strength meter with flies you catch along the way. Listen to your vulture friend... or it may be too late!

If a company is going to bring out the same game for different systems, it is important to make each version the best that the system can handle. While the control is very good, the graphics just aren't up to the Genesis' standards. It still is Toads and a lot of fun, but with more effort it could have been spectacular.

Tradewest did a good job in translating the Battletoads game over to the Genesis. The cute animals are built in as are all the troublesome enemies. I would have liked more variety but the game is very challenging and downright difficult. Almost frustrating at times. If you haven't played the 8-Bit version get this one.

This is basically the 8-Bit game with a little bit of graphic and audio enhancement. Nothing wrong with that and the improvement is that driving the game is still great with lots of humor and hilarious animation. The game plays hard and will challenge the best, but not as pretty as the Super NES version, it plays very well.

I'm really beginning to wonder if the Genesis is really 16-Bit. It masters like Fatal Fury. It's hard not to wonder Battletoads is no exception. Where did the 16-Bit go? I felt like I was playing the 8-Bit, and in fact, I like the 8-Bit better. It's a good game, but I don't feel like a sold 16-Bit title. I'm just disappointed with it.

# **JOBS AVAILABLE**

If you have experience in any of the following areas of cartridge, disk or CD-based games or multimedia development we would like to talk to you:

**Art**  
**Animation**  
**3D Modeling**  
**Programming**  
**Sound**  
**Design**  
**Production**  
**Development Groups**

Please fax or mail us your resume or development group profile ASAP or call us directly for more details:

**CYBER SEARCH**  
**210 Post Street, Suite 1015**  
**San Francisco, CA 94108**  
**Phone: (415) 296-8420**  
**Fax: (415) 296-8505**



The Bogard boys are furious! They are in search of Geese Howard, the "King of the Fighters," to avenge their father's death. Joined by Joe Higashi, the three will track the merciless Geese to the King of the Fighters tournament for a final showdown of revenge.

You will pick your first opponent and destination. Each of the three men has four special moves. Use these to unload your Fatal Fury!

I liked the Super NES version of the game and really expected the Genesis copy to be equally as good. Unfortunately, the moves were very difficult to do and in this type of game that's a real bummer. It's very important, it just isn't there. The graphics are excellent but without control there just isn't a game.

Learning to execute the moves in this game was a very difficult experience. It isn't that the controls are bad, just that the timing has to be perfect and in the heat of battle, it was very difficult to have to concentrate on how to do the moves just so. Great backgrounds and good animations but needed more control.

Sad to say but the Genesis version is not as good as I would have hoped it to be. The game play suffers from slow response and the special moves are quite difficult to activate. Even in the two-player mode the game is a bore. You end up in a three-fest because the other moves are too hard to do.

Fatal Fury on the Genesis just doesn't come across, to me, as a good fighting game. One of the things I like this game work is to have a good joystick. Forget about using a pad as the control just isn't there. The new special moves are cool though and the best part of the game. The two player mode is decent.



Take a step back in time with Renovation's CD spectacular, Time Gal!

Chase the infamous Time Bandit from the Prehistoric Era to the future. Persevere against the grunting cavemen and avoid becoming lunch for the tigers at the Great Coliseum. Continue on and even see action in Desert Storm! Don't lose your trusty Time Medallion or you won't catch the Bandit! Prepare for a time warp!

Like Road Avenger, Time Gal is a great action game with the arcade Dragon's Lair type control. The animations are truly top notch as was the challenge which got progressively harder as you moved ahead in time. The sound quality, CD quality and the game play is very precise. Overall, one of the best CD games out there.

Time Gal is a good follow-up to Road Avenger and Cobra Command. Although the earlier levels are just easy as you have a fair amount of time to react to the on-screen prompt, the action time gets shorter and shorter as you move up in the game making it much more challenging. Great backgrounds!

Maybe it's just me, but I don't care for this type of game. The graphics are very good and have cartoon quality. The animation is very impressive and lots of Japanese animation will love it. The game play is nothing more than memorizing which direction to press in the overly short levels. The replay passwords are cool.

Asah! Time Gal is a Sega CD title! Thanks, Renovation! I like the Mega CD version, and am happy to see the same crisp graphics, solid control, and intriguing adventure is still coming from the translation. I expect to see special games of this format soon, and I hope they all take a lesson in good programming from this.



Look out all you environmental activists! T.T.I. has brought us a complex simulation for the Duo.

They have put you in the lab to create and maintain your own eco-sphere. There are seven planets from which you can build your civilization, all complete with problems! This is a fun game but it is also very educational. SimEarth takes careful and prolonged thought to "play." Become an environmental expert!

While the play mechanics of the computer game have been translated to the Duo version exactly, I just didn't get too excited with the whole concept. There are a tremendous amount of variables and to someone who does this type of experimenting, this game is well suited for you.

I like the idea of controlling ones destiny and Sim Earth does that. Granted it isn't a game for show, fans as you have to use your brain just having the power to change the environment is easily worth the price of admission. If you think about what you are doing it can be quite an educational experience.

Boring! This game goes beyond SimCity, and the amount of detail is almost overkill. The different animals and graphic models are kind of cool, but the majority of the game is a simple grid with simple icons for various elements and land structures. The nerdy globe instructor gets very annoying rather quickly.

SimEarth on CD? Ouch! Just when you thought you'd seen it all, it's throw several Meg at you! SimEarth is a great title for the patient would-be ecologists out there, but is definitely not for the gamers who crave intense excitement! Don't fret, this is a good game for ecology fans, and they shouldn't hesitate to take a look.



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The sequel to Fatal Fury brings the Bogards back to the Neo-Geo. A new evil force has begun stalking the former World Champions. This time you have Terry, Andy, and Joe plus five new players to choose from. Big Bear, Mai Shiranui and Kim Kap Hwan, to name a few, have many special deadly moves. Select the player you wish to be and use your unique skills to conquer the opponent. Fight to the finish!

It is good to see that more companies are creating games that allow the player to do combo moves. So in the case of this Fatal Fury sequel, the matches are challenging and having a lot of different moves at my disposal was a definite plus. The animations are smooth and the control is precise.

SNK has taken a good game and made its sequel even better. The graphics are exceptional, as are the moves and audio soundtrack. The characters are strong, powerful and different. It's just easily one of the best fighting games on the market. If you have the chance, you must have this cart.

This cart looks and plays a lot better than the first. The graphics are detailed and feature awesome backgrounds in some of the levels. The music is very good, but doesn't have much personality as the original. The game play has many more moves and a new bunch of characters to learn and master.

Wow! The graphic improvements from the original Fatal Fury are astounding! The control has been changed to allow for some cool combos. A feature not found in the original is that the new characters, but I wish that more attacks could be performed any way. I.e., Mai's swan dive. The challenge level is high as well!



The Tiny Toons gang has just been invited to the grand opening of a new amusement park. But behind this opening is their enemy Montana Max, up to his old tricks.

Konami brings us the latest Tiny Toons adventure: Trouble in Wackyland. Guide the Toons through all the rides, where they must fight off Montana's ruthless gang. If you survive, then you may enter the castle, where your secret admirer awaits.

This is definitely a good game with lots of simple action for the NES. Give them this cart and they will be occupied for hours. The game play is easy and not for the experienced player, but considering that this is a NES game, for better players have probably already migrated to the Super NES.

Another good game for the younger audience. The challenge is on the easier side and the graphics are very well done and have the look that the kids will like. Getting this game is a waste but especially if you have played and enjoyed, the first version. Definitely must have for the beginning gamer.

They're back for a second adventure on the NES. The game play is split into a variety of sub-games, but one with a different favorite too. The majority of levels are loaded with technique. My favorites are the log ride and the roller coaster. This cart provides a well rounded 8-Bit cart with lots of solid play.

Tiny Toons 2 is a great cutesy game for the kids to toy around with. The challenge is decent, and the graphics are as good as 8-Bit can get, but don't expect too much wonderment in Wonderland. My only complaint is the lack of decent techniques for the advanced gamers to control. The game is over-simplified.



Tecmo is on fire with their cool new Fire 'N Ice cart!

The Coolmint Island has been invaded by the evil Fire Wizard and his band of flames. You have been selected by your elders to squelch these bandits. Use your magical wand to create and destroy blocks of ice as you combat these fire hazards! In a unique edit mode, you may create your own maze. But first "ice" those flames!

While some players might like this type of game, I found the puzzles to be repetitive and uneventful. While each puzzle was different, the idea didn't change. The puzzles did continue to get harder as you progressed through the game and this challenge could be enough to keep some people coming back for more.

An 8 for a NES game? You bet! I love the thinking/puzzle type of game and Fire and Ice is right up there. While the puzzles start off easy, the ones in the later stages are downright ingenious. I'm hooked, as once I start playing I found out that I just couldn't stop. Easily the best puzzle game in years!

At first it seems like a simple puzzle game for kids, but don't be fooled. The game play is very thought provoking and planning a set of 15 to 30 moves is common in the later levels. There are not graphically impressive by today's standards, this cart has a great replay value and is fun all the way through. The password helps, too.

Fire 'N Ice is a logical puzzle game through and through. Don't expect to pick this one up unless you're into that sort of thing. The puzzles aren't that hard, but some beginning and novice players will enjoy the challenge. To be honest, this is the type of game I expect to see on the NES. It seems that's all it can handle.

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scratch and have  
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every detail.

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**ACCOLADE**  
GAMES WITH PERSONALITY

GameBoy

Konami

## Kid Dracula

Action

Now

8 Levels

2 Meg



This is Dracula like you've never seen him before! Konami's Kid Dracula is full of surprises! The young Drac is a bit absent-minded these days; it seems he has forgotten his spells, just when his archenemy decides to pop into town! He must fight through levels filled with creepy ghosts and birds in order to remember the spells. Hop on the rotating bridges or the roller coaster for a fun-filled adventure!

Konami has a great GameBoy game that offers game players a lot of variety, fun and enjoyment. While the game is not revolutionary it does offer a tried and true concept and appeals well to this game. The graphics and sound are above average and overall the cart is very well done. Another hit from Konami!

Now this is a great GameBoy cart! I really like the character, even though he looks quite unusual. The game plays very well and is well designed for the GameBoy. Any faster, and the action would start blurring. Another good point is the fact that it is a game that people of all ages will enjoy playing.

This is one of the better GameBoy carts that I've played. The character is kind of strange, but he has a lot of technique. The different directions of fire are cool and the R-type menu style power-ups keep things interesting. The bosses are cute and also offer a challenge. A solid cart with lots of variety.

Yippee, another GameBoy game! Kid Dracula is a strange game with a stranger plot. It's okay as far as games go, but it moves too slowly to account for the GameBoy's horrible blurring problem. The enemies are very easy to blast into oblivion, so get this for younger kids who are just starting to play video games.

GameBoy

Hudson

## Milon's Secret Castle

Action

Now

4 Levels

1 Meg



For all you portable fans that have been craving some challenge, Milon's Secret Castle by Hudson has answered the call.

As Milon, your goal is to rescue the fair maiden. Along the way you'll encounter hidden doors, passage-ways, shops, and of course, tons of bosses! It's not as easy as it sounds, though - this quest requires thinking and technique to make it. Grab your GameBoy and get started!

This was a popular NES game a few years back. In its current GameBoy form, a whole new generation of players will be able to run through the different mazes hunting for the hidden items, just as we did in the 80's. The new levels are easy but as you approach the end the game starts to get tough.

Another puzzlemaze game! This is my lucky month. Other portable players will also appreciate the hidden treasures and challenges that await them in this game. One good thing about this cart is the fact that you can take it anywhere and it is very well suited for portable playing on a long drive in the car.

This game is practically a direct translation of the NES cart to the black and white underdog. The graphics are OK, but it's hard to see the obstacles against the backgrounds. The game is filled with secrets and lots of items and power-ups. The challenge is not there, but the game is a little tough on the eyes.

As yet another victim of the GameBoy, Milon's Secret Castle could be better, but as it is, it's both. Objects and enemies are hard to distinguish from the background, making basic play maddening. It's another game for beginners, since they don't really know what they're missing! No Cupie doll for this one.

Game Gear

Flying Edge

## Spider-Man

Action

Now

12 Levels

2 Meg



Spidey's back! Flying Edge is in the swing of things with this GG cart. The webbed man is fighting an all new group of trouble makers including Dr. Octopus, the Vulture and Electro. Collect icons like keys and dynamite to help you in your struggle. Although there isn't a time limit, Spider-Man only has a few continues to get through 12 levels of the game. Help the webbed wonder stop the evil doctor and his fishy plans!

The Game Gear games are getting better as time goes on. This addition of the popular series offers some of the best graphics, game play and sound on the system. Even though better than average, it is still a long ways away from equalling one of the home versions. It's a good game to play when you're not near a TV.

Spidey is back and he is looking good. It is portable fun that is really coming back for more as with a dozen levels you certainly won't finish this cart in one sitting. The graphics impressed me as did the control. While not a difficult game it makes up for it through. A good game to take to your aunts house for Easter.

This is a slightly above average cart for the GG. The graphics are pretty good and the sounds are nothing to shout about. The game seems a little too fast for the GG's small screen. The techniques and solid play keep things fun. The bosses are cool and are some of the most familiar villains from the series.

It's hard to get excited over this Spider-Man, since it feels like the first one in every way. This one doesn't add enough new techniques or sound up graphics to rate high. As a game it feels solid enough to stand on its own. If you own the first, I really couldn't say whether or not you should get the sequel, but it couldn't hurt!

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# ELECTRONIC GAMING MONTHLY

## NINTENDO

### Duck Tales 2

Action Capcom



### Bomberman 2

Puzzle Hudson

### Kid Klown

Action Kemco

### Zen: Intergalactic Ninja

Action Konami



### Lethal Weapon

Action Ocean

### Casino Kid 2

Simulation Soft

## SUPERNES

### Toys

Action Absolute



### Gallop Over Excitement of the Furred Kind!

Action Accolade

### Super Vells

Action Atlas



### Super Ninja Day

Action Culture Brain



### Battle Grand Prix

Sports Hudson

### Street Combat

Fighting Irem



### King Arthur's World

Puzzle Jaleco



### Tuff Enuff

Action Jaleco



### Utopia

Strategy Jaleco

### Syvalion

Shooter JVC



### First Samurai

Action Kemco

### Batman Returns

Action Konami



### Dream Probe

RPG Renovation



### Fatal Fury

Action Takara

### Great Waldo Search

Puzzle THQ

### Rocky & Bullwinkle

Action THQ

### Super Conflict

Strategy Vic Tokai



## GENESIS

### Absolute Tennis

Sports Absolute



### Al Michaels announces Hardball 3

Sports Accolade



### Gallop Over Excitement of the Furred Kind!

Action Accolade

### Micro Machines

Sports Camerica

# PRESENTS THE GAMES OF APRIL 1993... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:  
The information below was supplied by each of the individual companies, and  
is current as of February 16, 1993.

## Out of the Best Championship Series

Sports	Electrobrain
	

## Mutant League Football

Sports	Electronic Arts
Acrobiz	
RPG	Koei
	

## X-Men

Action	Sega
	

## Blastar Master 2

Action	Sunsoft
Flinstones	
Action	Taito
	

## Out of This World

Adventure	Virgin
	

## Jaguar XJ 220 - CD-Rom

Sports	JVC
The Secrets of Monkey Island - CD-Rom	
Adventure/Quest	JVC

## Time Gal - CD-Rom

Action	Renovation
--------	------------

## Final Fight - CD-Rom

Action	Sega
--------	------

## Joe Montana - CD-Rom

Sports	Sega
	

## Dracula - CD-Rom

Action	Sony Imagesoft
	

## DUO

Cotton - Super CD	
Shooter	Hudson/TTI



## Vastel

Simulation Working Designs



## GAMEBOY

### Panel Action Bingo

Puzzle FCI

### Top Rank Tennis

Sports Nintendo



### Yoshi's Cookie

Puzzle Nintendo



## Lethal Weapon

Action Ocean

## GAME GEAR

### T2: The Arcade Game

Shooter Arena

### The Simpsons: Bart vs The World

Action Flying Edge



## Double Dragon

Action Virgin

## NEOGEO

### Samurai Showdown

Action SNK Home

### Three Count Bout

Action SNK Home

## LYNX

No Games will be coming out for the Lynx this Month

## JAGUAR

### Virtua Pong 64

Sports Nay Future Games

### Adventure 199X

Adventure Software R-U

### Yar's Revenge 2

Shooter Feldgen Soft



# IF IT'S ON THE TOUR, IT'S IN THE GAME.

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It's all here in PGA TOUR Golf II. The brand new version of the greatest golf game anywhere.

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PGA TOUR II now has a face and draw meter for hitting better-perfect tee shots.

With each course built from the original blueprints, you face all the hazards the TOUR pros do.



The 3-D putting grid rotates so you can see every angle. Use it to read every green like a pro.







# EGM'S TOP TENS

NINTENDO			
1	8 MONTHS	Δ	TECHN / TECHN SUPER BOWL
2	3 MONTHS	∇	TECHN / TECHN NBA BASKETBALL
3	7 MONTHS	Δ	NINTENDO / TETRIS
4	4 MONTHS	Δ	ERIK / DRAGON WARRIOR IV
5	2 MONTHS	Δ	NINTENDO / DR. MARIO
6	5 MONTHS	Δ	NINTENDO / SUPER MARIO BROS. 2
7	7 MONTHS	∇	NINTENDO / SUPER MARIO BROS. 3
8	2 MONTHS	∇	CAPCOM / MEGAN MAN 5
9	2 MONTHS	Δ	HOT B / BLUE MARLIN
10	3 MONTHS	∇	NINTENDO / YOSHI

GENESIS			
1	4 MONTHS	Δ	EA / JOHN MCDONN FOOTBALL '98
2	6 MONTHS	Δ	EA / NHLPA HOCKEY '98
3	1 MONTH	Δ	SEGA / ECCO THE DOLPHIN
4	2 MONTHS	Δ	EA / ROAD RASH 2
5	2 MONTHS	-	SEGA / STREETS OF RAGE 2
6	3 MONTHS	∇	SEGA / SONIC THE HEDGEHOG 2
7	5 MONTHS	∇	SEGA / NFL SPORTS ILLUSTRATED FOOTBALL
8	5 MONTHS	Δ	EA / BULLS VS. LAKERS
9	1 MONTH	Δ	PARKER BROS. / MONOPOLY
10	2 MONTHS	∇	AMIGA / TERMINATOR 2 RACADE

GAMEBOY			
1	4 MONTHS	-	NINTENDO / SUPER MARIO LAND 2
2	7 MONTHS	-	NINTENDO / SUPER MARIO LAND
3	2 MONTHS	Δ	THQ / ROR AND STIMPY
4	2 MONTHS	Δ	NINTENDO / GOLF
5	1 MONTH	Δ	PARKER BROS. / MONOPOLY
6	4 MONTHS	Δ	NINTENDO / DR. MARIO
7	3 MONTHS	Δ	LJR / NBA ALL STAR CHALLENGE 2
8	4 MONTHS	-	THQ / HOME FLORE 2
9	1 MONTHS	Δ	KORAMI / TINY TOON ADVENTURES
10	3 MONTHS	Δ	VIRGIN GAMES / CENERIA'S PRINCE

SUPERNES			
1	3 MONTHS	Δ	EA / BULLS VS. BULAZERS
2	7 MONTHS	∇	CAPCOM / STREET FIGHTER 2
3	2 MONTHS	Δ	LJR / SPIDER MAN AND THE X-MEN
4	3 MONTHS	Δ	EA / NHLPA HOCKEY '98
5	1 MONTH	Δ	PARKER BROS. / MONOPOLY
6	4 MONTHS	∇	EA / JOHN MCDONN FOOTBALL '98
7	2 MONTHS	Δ	CAPCOM / MAGICAL QUEST
8	5 MONTHS	∇	NINTENDO / ZELDA-A LINK TO THE PAST
9	2 MONTHS	Δ	SUNSOFT / DEATH VALLEY RALLY
10	3 MONTHS	∇	SQUARE SOFT / MYSTIC QUEST

SEGA CD			
1	1 MONTH	-	NEOVISION / ROAD RASH ROKER
2	1 MONTH	-	SEGA / NIGHT TRAMP
3	1 MONTH	-	SEGA / COERS COMMAND
4	1 MONTH	-	SONY / IMAGEOPT / SENSA SWANK
5	1 MONTH	-	SONY / IMAGEOPT / HOOR
6	1 MONTH	-	JVC / BORDER ODD
7	1 MONTH	-	BIGNET / BLACK HOLE RESCUE
8	1 MONTH	-	JVC / WOLF CHILD
9	1 MONTH	-	SEGA / PRINCE OF PERSIA
10	1 MONTH	-	SEGA / MURKY MARK MAKE YOUR OWN VIDEO

GAME GEAR			
1	2 MONTHS	Δ	SEGA / COLUMNS
2	1 MONTH	Δ	SEGA / TRIZNARIN
3	2 MONTHS	Δ	SEGA / BATMAN RETURNS
4	1 MONTH	Δ	SEGA / JOE MONTANA FOOTBALL
5	2 MONTHS	Δ	SEGA / THE MAJORS PRO BASEBALL
6	1 MONTH	Δ	SEGA / CHUCKY
7	2 MONTHS	∇	SEGA / LEONIDS
8	2 MONTHS	∇	SEGA / DEFENDERS OF THE OYSIS
9	2 MONTHS	∇	TERGEN / PRINCE OF PERSIA
10	1 MONTH	Δ	SEGA / CHUCK ROCK

**Babbage's**  
America's Software Headquarters

The information above is provided by Babbage's and is current as of February 16, 1993.

# Freakin' Awesome



*"Super Turricon will give you the worst beating of your video game life"*

GAMEPRO Magazine

*"One of the best"*

Electronic Gaming Monthly

*"Blazing graphics, Dolby Surround and smooth action make this the best Turricon ever"*

Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

**Super Turricon™** is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

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A warning to the cacky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

 **SEIKA**  
*Freakin' All The Rules™*

## TOP TEN BEST GAME MUSIC SOUNDTRACKS

Great-looking graphics are always a welcome feature in games, but they must also have music to match their fantastic visuals. With today's games, we can hear music with incredible clarity from the screaming guitar riffs of heavy metal to the thundering beats of house that are in Viewpoint



### VIEWPOINT

House cuts everywhere! Boss tunes jam! Get busy, boyyyy!



### GATE OF THUNDER

A very hot shooter with killer tunes. This is intense, man!



### Y'S 3

The Y's saga continues with incredible fantasy world music.



### HOOK (SEGA CD)

The soundtrack is reproduced directly from the Peter Pan film!



### SUPER STAR WARS

The best movie-track translation in cartridge history to date!



### BATMAN RETURNS

Batman bathes ruthless bad guys in his own theme music!



### CONTRA 3

Intense movie-like tracks add to this classic alien annihilation!



### TINY TOONS

Cute, cartoony tunes. This is almost like Saturday morning!



### STREETS OF RAGE 2

Yuzo Koshiro produces more hot tracks for the brawlfest!



### MUSHA

An old fying-moch game, but it still has some of the best music!

## JAPAN'S TOP TENS

Staying on top for the second month in a row, Final Fantasy 5 continues to dominate the charts in Japan blowing away the competition. This RPG has a long and involving quest with tons of characters. You can have over 100 combinations of members in your party for intense stories and battles!

**THE YEAR'S BEST** - **FINAL FANTASY 5**  
**SF**-Super Famicom / **PC**-Personal Computer / **GB**-Game Boy / **MD**-Mega Drive / **FC**-Famicom / **SG**-Sega Saturn / **CD**-Compact Disc  
 All Japanese Top Tens are compiled from the 20000+ votes of Famitsu readers. ©1995 EGM Co. Inc.



### FINAL FANTASY 5, SF

The best RPG in Japan will no doubt be the best in the U.S.



### SUPER MARIO KART, SF

Woot, baby! This is the coolest and cutest two-player driving game!



### SUPER TETRIS 2 & BOMBLISS, SF

It had to happen sooner or later. The hit puzzle game is now 16-Bit!



### MICKEY'S MAGICAL QUEST, SF

Up 2 spaces from last month, they can't get enough of Mickey Mouse!



### STREET FIGHTER 2, SF

Japan's funnest anime now has a second fighting game. Hilarious!



### STREET FIGHTER 2, SF

There's no denying this game's place in the top ten. Fight!



### DRAGON QUEST 5, SF

Still one of the favorites, the RPG has cool anime characters.



### MARIO 2, GB

Still the best portable game. Wario just can't leave Mario alone!



### WORLD CLASS RUGBY, SF

One of Japan's most popular sports debuts impressively!



### NEON GENESIS EVANGELION, PC

This anime babe has an RPG set in the 1889 Paris Int'l Expo.

Please note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When you Read This. Prototypes Are in Red.

## EDITORS'

EGM's Favorite Games!



### Sega's Cool Spot

#1 **2 MONTHS** ▲



Now that we've had a chance to play the adventures of Cool Spot, he really took the top spot. With hilarious antics, animation and top-notch game play, this cart proves to be one to look out for. Flashback is still high on our list of faves, with Bomberman '93 for the Duo and Bubby for the Super NES close behind.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
FLASHBACK / GENESIS	2	3	▽
BOMBERMAN '93 / DUO	3	1	•
BUBBY / SUPER NES	4	4	•
TINY TOONS / SUPER NES	5	2	▲
FATAL FURY 2 / NEO-Geo	6	1	•
SUPER TURRICAN / SUPER NES	7	1	•
POCKY AND ROCKY / SUPER NES	8	2	▽
LODS OF THUNDER / DUO	9	1	•
BATMAN RETURNS / SUPER NES	10	2	▽

The EGM Editors' Top Ten is Based On The Personal Preferences of the Review Crew and is Not Based On Any Type of Publisher's Sales Info

# EGM'S TOP TENS

## REGISTER YOUR

# VOTE

WITH

## ELECTRONIC GAMING = MONTHLY

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- |                                  |                                    |                                   |
|----------------------------------|------------------------------------|-----------------------------------|
| 1. SNES / CONTRA 3               | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. TURBO DUEL / GATE OF THUNDER  |
| 2. SNES / AXELAY                 | 18. GENESIS / JOHN MADDEN '92      | 34. TURBO DUEL / BONK'S REVENGE   |
| 3. SNES / TMNT 4                 | 19. GENESIS / NHLPA HOCKEY '93     | 35. TURBO DUEL / LORDS OF THUNDER |
| 4. SNES / STREET FIGHTER 2       | 20. GENESIS / TAZMANIA             | 36. NEO GEO / WORLD HEROES        |
| 5. SNES / SUPER STAR WARS        | 21. GENESIS / MORTAL KOMBAT        | 37. NEO GEO / VIEWPOINT           |
| 6. SNES / SPACE MEGA FORCE       | 22. GENESIS / ALIEN 3              | 38. NES / SUPER TECMO BOWL        |
| 7. SNES / OUT OF THIS WORLD      | 23. GENESIS / FLASHBACK            | 39. NES / TURTLES 3               |
| 8. SNES / BATMAN RETURNS         | 24. GENESIS / BULLS VS. BLAZERS    | 40. NES / SUPER MARIO 3           |
| 9. SNES / ZELDA 3                | 25. GENESIS / ROAD RASH 2          | 41. NES / YDSHI                   |
| 10. SNES / SUPER MARIO KART      | 26. GENESIS / TERMINATOR           | 42. NES / MEGA MAN 5              |
| 11. SNES / MORTAL KOMBAT         | 27. GENESIS / STREETS OF RAGE 2    | 44. GAMEBOY / SUPER MARIO LAND 2  |
| 12. SNES / STARFOX               | 28. SEGA CD / CD SONIC             | 44. GAMEBOY / METHOD 2            |
| 13. SNES / DEATH VALLEY RALLY    | 29. SEGA CD / NIGHT TRAP           | 45. GAMEBOY / MEGA MAN 2          |
| 14. SNES / TINY TOONS ADVENTURES | 30. SEGA CD / SEWER SHARK          | 46. GAMEBOY / DR. MARIO           |
| 15. SNES / BUBSY                 | 31. SEGA CD / WONDER DOG           | 47. LYNX / NFL FOOTBALL           |
| 16. SNES / CYBERNATOR            | 32. SEGA CD / MONTANA FOOTBALL CD  | 48. LYNX / SHADOW OF THE BEAST    |

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through April 30, 1993.

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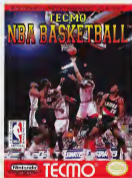
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FULL  
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★ **REAL PLAYERS** ★  
★ **REAL BASKETBALL** ★



**Nintendo**  
ENTERTAINMENT  
SYSTEM

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# GAMING GOSSIP

...Sega CD Price Drop...Pioneer's New Laser-Active System...Street Fighter 2 Modem...Total Carnage in 8-Meg...  
...Mortal Kombat Coming in August...Sonic and Friends Hit the TV Screen...A New Breed of Magazine...

...Hello all you little game boys and girls out there in video game land, 'tis the master of gaming goodies and all-around swell stuff, Quartermann, back to the pages of EGM once again to give you the slickest skinny of what the in-crowd is doing! We've got a very special theme this month my Quarter-frenchie, with more insider info from the halls of the CES as well as the Q-Mann's usual bag o' trix! So let's start the show...The top rumor rippin' its way across the Q-Minnator's desk this month concerns talk of a Sega CD price drop of thermonuclear proportions! Fueled by some hot and heavy fan interest over the holidays, Sega plans to prep future sales of their super CD system going into X-Mas of '93 with a mega slash-and-burn in the current 300 buck entry fee! Word on the street says the Sega CD could fall below the \$200 mark going into the holidays - at the same time dozens of new licenses hit with some power-packed softs. Sega's hitting all the right buttons, and even if the big TV's gaming gurus get their CD machine together as time to meet announced delivery dates at the under-200 level, Sega will already be there! Leave it to Master-Q to keep you updated...Speaking of CD, Pioneer's Laser-Active laserdisc/video game mega machine won't be seeing the stork until July. So start saving up your pennies, kiddies, because you're going to need 120,000 of them...

...More nifty news from the Q-Mann's corner concerns a fighting master's dream come true. A secret group of hard-heads are in the final stages of perfecting a special modem that will allow Street Fighter 2 fans to play each other over the phone lines! Dig at this peripheral, which could be ready by summertime, will let you interact across town or across the country with other SF2 fans who are equally equipped with modem and game. The best part of the plan? The Street Fighter 2 modem will clock in at under the price of the SF2 game. Total Carnage, contrary to other erroneous reports, will be coming to stores via Black Pearl Software, not Acclaim. The cart will come configured in 8-Meg mode, with an enhanced Sega CD version materializing at year's end...Turbo fans, don't despair! The first CD game system will expand later this year with a special CD version of John Madden now in development. Also, the 16-Meg Fighting Street 2 game that the Q-Mann reported on several months back may change to an even more enhanced cart/CD combo that will not only increase interaction and game play, but also pump in a variety of speech and video effects that follow the plotline of everyone's favorite beat-em-up...

...While we're on the subject of fighting games, you'll have to wait until August for Mortal Kombat to make its way onto the consumer formats. Both the Sega Genesis (blood and guts) and Nintendo (rated G) versions should show up around the same time now versions of Street Fighter 2 pop up for some new systems. Don't believe the ink you see in other mags, my little Quarter-freaks, because in addition to the CD SF2 (which those close to the project indicate will be packed with video, voice and more) the rumor mill is adamant that there will be a cart translation for Sega fans as well. Nothing is confirmed, but the EGM offices are drooling with delight...

...The Battle of the Toons is about to begin. Super-star Sonic the Hedgehog and his universe of crazy critters are on their way to ABC for both a prime-time special and a possible Saturday morning series replete with Tails, Dr. Robotnik and others. Out to ruin their day is a new weekly flick being developed around the day to day escapades of one Babsy the Bobcat! Who will survive? Who will grab the magical rating point to power-up? Does anyone care? I don't know how well Sega would be doing with a fat down as their mascot, but fortunately they found the name Sonic as hard to attach to the evil dude as the rest of humanity...My pigskin prayers have been answered! Tecmo Super Bowl will not only plow its way onto the Genesis when the next season starts, but also the Super NES...Other Tecmo news includes the return of Ryu in a 16-bit version of Ninja Garden on the Super NES...

...Time Gal will return to the U.S. courtesy of Renovation - our head ed. Ed was suffering from "foot in the mouth" disease when he indicated Sega may lap up the latest in push game technology. By the way, the Q-Mann loves Road Avengers - check out my complete review in this month's Q-Letter that's free to EGM subscribers!...There's a tidal wave of Sega sxe-bu-tion sticks on the way, including controllers from Tengen and Beeshul! The best of the bunch may be C&L Control's Sega update to their award-winning Champion stick - the Q-Mann can't wait to have one - or a game that you can play with it!...

...That wraps up the Quarter-Witt's column for this month, but don't forget to tune in next month for more hot gossip from inside and out the world of video games! Also, all you EGM subscribers out there should look for the hidden Q-Mann message in this issue's special Quartermann Q-Letter. Also, next month the Q-Letter will have a very special contest with some, shall we say, "interesting" prizes. So don't miss out on the fun and don't miss the Quartermann's newest gaming column soon to come in the pages of HERO ILLUSTRATED magazine! If you thought other mags had insight in their game reviews/previews, wait until you see what yours truly has to say...

**- QUARTERMANN**



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# ROAD RASH II

# EGM EXPRESS

## NEW DUO-R COMING IN DECEMBER

NEC Home Electronics of Japan has just announced that they will be bringing out a new version of the PC Engine Duo later this Spring.

Called the Duo-R, this new machine will look and perform very much like the existing system. The major difference will be in the cost of the machine as NEC is reducing the retail price in Japan from \$475 to \$320 (59,800 ¥ to 39,800 ¥).

To achieve the new price, several minor modifications have been made to the older PC Engine Duo. The most obvious change is the color. The new Duo-R will be greyish-white rather than charcoal



The new Duo-R may be coming to the U.S. later this year. With some features removed, it could sell for \$200.

black as in the old Duo. Gone also is the earphone jack and the volume control. The same with the CD cover lock. The system specifications have remained the same, though in order to keep all of the

different versions of the system compatible.

The styling will also undergo a facelift. NEC wanted the new system to be made smoother and sleeker. Many of the straight lines in the Duo's shape have been replaced with curves. To do this, the Duo-R had to be made about one half inch thicker and slightly longer and wider.

One item that is important to note is the fact that the U.S. Duo is currently being sold cheaper (\$299) than its Japanese counterpart. Officials at T.T.I. have stated that this was done in order to build up enthusiasm in America for the new Duo. Since the PC Engine is already very popular in Japan, the Duo over there didn't have to be sold at such a low cost.

When questioned as to whether the new system will appear in America, T.T.I. officials stated that they are presently looking at the new Duo-R, and they will see how it will fit into their overall marketing plan. They will make a decision later this year as to whether it will be brought out over here. They state that their major concern for the first half of this year is to substantially increase the number of games, and after that, they will look at the hardware.

It is believed that when Sega reduces the price of its Sega CD machine from \$299 to \$200 this September, T.T.I. will have to match the price to stay competitive. The easiest way to do this at that time will be to then bring out the lower cost Duo-R.

## FIGHTING STREET 2 TO BE DISK AND CART

EGM has learned from sources close to the Fighting Street 2 development team that NEC of Japan is seriously exploring the possibility of bringing out Fighting Street 2 as the first game which will combine a CD and cartridge. The problem in doing that though, is twofold.

First, because of the small amount of built-in memory in the PC Engine Duo, it is not possible to download all of the necessary parts of the game program from the CD to the system that is needed for a fighting scene.

Second, if the game was to be done as a high memory cartridge (16 to 32 megabit), the game graphically, would be a duplicate of the arcade Champion Edition, but the sounds, audio and background music would

be severely cut back.

To solve the problem, Japan is currently looking into the possibility of putting the game program on a cartridge, and all of the related sounds and music on a CD. The main hurdle to overcome is how to synchronize everything so that the two formats play as one.

Of course, price is a concern. With so much memory needed for the game, the cost of the cartridge alone would be well over \$100. If a CD were included, the game would retail for more than \$120.

And that says nothing about controllers. While a 3-button pad is available in Japan, there hasn't been any announcement to date of a 6-button stick.



# We ripped-off a perfectly good idea.

**TRUE ARCADE ACTION.** You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

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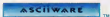


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Continuous firing that's hands-free. You won't feel this anywhere else.

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Inexpensive, rugged, and built to last.

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# TOP SECRET FX AND DSP CHIP SPECS REVEALED!

Nintendo has been very busy lately coming up with new ways to spruce up their not-so-old Super NES. Players have been bombarded with promises of a 32-Bit CD-ROM drive, a new DSP chip which allows for faster processing of data, and, most recently, a new FX chip which lets the Super NES play 3-D polygon graphics games.

Last issue we talked about the CD-ROM and this time we'll look at the new chips that Nintendo is putting in its games.

## DSP CHIP

One of the major problems with the Super NES is that it is slow. While it has a 16-Bit processor, it only runs at 2.68 and 3.56 MHz. For most games this is quick enough especially with the introduction of faster game chips and more efficient programming. But, technology moves ahead. What was OK last month is boring this month. So what was Nintendo to do? There was no easy 'fix' for the Super NES, so Nintendo did the next best thing - add more processing power to the game cartridges.

This is both good and bad. It is good for Nintendo, as they can add new chips in the cartridges which will speed up the system. Games can then be more complex as the added processing speed permits faster calculations. It is also good for Nintendo as they can make more money selling the new chips to the software companies. And finally, it is bad for the players as they will have to pay up to \$10



Mario Kart, with a mini DSP chip, offered players good pseudo 3-D racing action.

more per game because of the extra chips.

What is in it for the player? So far the improvements look quite impressive. Games like PilotWings and Super Mario Kart are fun to play. And also quite affordable. But that is where Nintendo is smart. They bring out these wonderful games at 'normal' prices and the players get used to the new technology and want more. As big as Nintendo is, they can swallow the extra cost for the new chips. But when a small third party company makes a DSP (Digital Signal Processor) chip game, they have to charge the players the extra \$10. Such is the case for Dungeon Master and F-1 Roc 2.

If there is good news, at least Nintendo picked a good chip to use. They are using a NEC  $\mu$ PD77C25 chip. It is a very fast chip as it has an instruction cycle of only 100 ns (nanoseconds). This translates to a clock speed of about 10 MHz. It is a completely separate processor and can work independently from the Super NES CPU. When it comes to pseudo 3-D scaling and rotation calculations (as in PilotWings) the chip allows for up to



Super Air Diver by Asmik of Japan is the latest in DSP chip games.

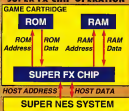
40 times the number of calculations as the Super NES alone. In fact Nintendo themselves state "It is impossible for the Super NES CPU [by itself] to process such data." Look for more games to feature this chip, but also expect to dig deeper into your wallet to buy the games.

## FX CHIP

Time marches on and the DSP chip is already 'old.' While it can really add new life to the Super NES, Nintendo is moving from pseudo 3-D games to true 3-D polygon graphics games. And, as you guessed, to be able to bring such life-like simulations to the Super NES, there has to be a new chip. Enter the FX chip. Not only is it a high speed microprocessor like the DSP (10.74 MHz clock speed), but the FX chip also has built-in graphic functions which can quickly draw images necessary in polygon processing. Their first game to use this chip is StarFox and it looks good. But, like the DSP chip, Nintendo is telling its third party licensees that the chip will add about \$10 to the retail cost.

Is this the ultimate technology? No, but Nintendo expects that these two chips will hold them until their CD-ROM is ready next year.

## SUPER FX CHIP OPERATION



## FX CHIP SPECIFICATIONS

CLOCK SPEED	10.74 MHz
PERIPHERAL ROM	16M bits max.
PERIPHERAL RAM	1M bit max.
INTERNAL DATA BUS	16 bits
EXTERNAL DATA BUS	8 bits
INTERNAL REGISTERS	16 bit x 16
INSTRUCTION CACHE	512 Byte
PROCESSING ADVANTAGES:	
Polygon Processing:	
Sprite Processing	



FOOT  
WOULD  
BEAT  
SLAM  
RAGE  
JAM  
THRASH  
SCAM  
AND  
SCORE



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KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new ASCII PAD SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always lend on your feet. Which is more than we can say about life. The ASCII PAD SG. There's nothing fair about it.

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# SEGA & NINTENDO START 3-D WAR

Sega and Nintendo are about to lock horns in a new battle. It's not the 16-bit war, as that one is still going on, but this time it is taking place out of this world... in the third dimension. Both companies are getting ready to launch a new genre of games, those which will attempt to duplicate game play in a realistic 3-D environment.

## NINTENDO

In one corner is Nintendo. Their game is called StarFox and it simulates combat missions over land, sea and through the darkness of outer space. Centered around a new co-processor built into the cartridge, StarFox features polygon graphics that have texture mapping and light source shading that they claim create realistic simulation experiences.

From the hands-on experience our editors got at the Winter Consumer Electronics Show, StarFox proved to be an excellent shooter. The action moved along quite rapidly, the polygons did have



Which 3-D polygon graphics game would you want to play? Check out the pictures and compare Can an 8 megabit Super NES cartridge compete with the 4.4 gigabit Sega CD disc?

some shading, and the game played very well. On the negative side, the polygons were very large and coarse, giving an overall impression of a very artificial terrain.

## SEGA

In the other corner is Sega. Their game is called Silpheed and it is a Sega CD disc. Right away, Sega has the advantage of virtually unlimited memory. And when it comes to polygon graphics, memory is everything. Processing speed is also important but the Sega CD has a very fast and efficient co-processor built in, and the action in

this game moved along very quickly. The major difference, as you can see from the pictures above, is that Silpheed, when compared to StarFox, is extremely detailed and realistic looking. This is because there are over 500,000 polygons in the planet scene alone. Advanced fractal geometry was used to calculate and draw the lights and shadows of the geographical features. Throw in a 'high' frame speed of 20 frames per second, continuous stereo PCM (Pulse Code Modulation) audio, and special sound effects synthesized in surround sound, and you have a game that makes Star Fox look like a NES cart.

Of course it is unfair to compare a CD game with a cartridge, but the FX chip is all that Nintendo has to go up against the competition as their CD machine won't be ready until next year.

If Sega didn't already have a huge 3-D advantage, they will certainly have an even larger one when their Virtual Reality peripheral for the Genesis comes out later this year. Although their VR games are very early in design, from what we were able to see, the concept converts to the home screen quite well.

## 3-D-O

Not to give Sega a big head with a bunch of praises, the real 3-D-O winner has to go to the elite 3-D-O machine. This system is so powerful that it can literally do anything, and it does. The 3-D flight simulations shown at the CES were just as if you were there.

## KONIX TO BRING OUT 32-BIT SYSTEM

Remember the ill-fated Konix multi system from a few years ago? It's back!

There is now a joint venture between an English firm called MSU and a Taiwanese manufacturer called TXC. Between them, this time they say they have enough money to make the system a reality and hope to get the machine into production later this year.

Featuring a 32-Bit processor that supposedly runs at an unbelievable 30 MHz, the Konix Multi System just might also include some elements of motion video as well. The system will be a CD-only machine. Officials at Konix are stating that 8 to 10 games will be available at launch time and they predict that 150,000 units will be

sold in the first year. Sales will be directed at England first and then expanded to the rest of Europe. No price has been established yet, but they expect that their system will compete directly with the Sega CD. Perhaps the question should be...does anybody care if another system comes out?



The Konix Multi System is being redone, this time as a CD-only game system.



# E.V.O. Search for Eden

Now, for your E.V.O. comes the new and exciting multi-stage feature found only in our newest release, **E.V.O.!**

You can create almost any creature your imagination can conjure up.

How about some awesome freaks of nature who look suspiciously like your sister?

Who cares? With 12 mega full of adventure, you'll have over 85 separate levels to perfect your creation skills.

With **E.V.O.**, the power is yours!

**ENIX AMERICA CORPORATION**

ENIX

**Super Nintendo Entertainment System**

Official  
Nintendo  
Game

As a matter of fact, we are so interested in the creatures you create, we would like you to take a photo of your favorite creation and send it to: Enix America Corp. 2679 151st Place N.E. Redmond, WA 98052, ATTN: EVO contest. On the back of your photo please include your return address and choice of the following games: ActRaiser, SoulBlazer, Dragon Warrior III and Dragon Warrior IV. One game will be awarded to each winner. There will be five winners drawn each month. Contest ends 9/30/93. All entries must be received before September 30, 1993.

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1993 VIDEO GAME PREVIEW ISSUE!

WINTENDO'S HOT 3-D SHOOTER!  
**STARFOX** EX

EGM PREVIEWS  
MARIO IS MISSING  
FINAL FIGHT 2  
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BATMAN CD  
COOL SPOT  
ZELDA GB  
SONIC CD  
X-MEN

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**MENTAL KOMBAT**

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# LEADING EDGE

## SUPER SIDE KICKS

SNK has added another sports title to their list of arcade coin-snatchers. Their latest creation, Super Side Kicks, delivers some very high-powered soccer action.

You can play either alone or against a friend, picking teams from all over the world. The game play is stellar



and includes some great little tidbits such as tackles and slides. Ties are decided by trying a series of penalty kicks which alternate you between the roles of shooter and goalie.

Of course, you get the graphics, sounds and playability that you would come to expect from a coin-op.

If you're ready for something different, give SNK's Super Side Kicks a shot!



You will be able to pick a team from a long list of internationally ranked clubs.



"Ace" is your most agile and fast player. Make sure you always use him wisely!

### • HOW IT RATES •

SNK has made some great sports games in its time. Super Side Kicks is one of these. On the plus side, the action is fast and lively. The ability to tackle and slide into the other players is a welcome addition as are the tie-breaking penalty shot segments. Player control is also exceptional.

On the negative side, I was hoping for better graphics. The angle at which you watch the game should be more "ground level" rather than from a hundred feet up. All things considered, Super Side Kicks is a no-nonsense fun-to-play soccer game which will appeal to fans of the genre.

Overall:

**7**

# AAMA

AMERICAN AMUSEMENT  
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One of the game's highlights is the penalty shot shoot-out. Here, you will get to test your abilities at both shooter and goalie!

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### Bodyboarding

Entry  
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3/31/93

### Hang Gliding

Entry  
Deadline  
4/30/93

### Skateboarding

Entry  
Deadline  
5/31/93

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Entry  
Deadline  
6/30/93

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Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette"? Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skill against the world. See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

#### Rules

- Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture, and send it to DTMC Inc. "Ultimate Challenge", 373 Convention Way, Suite 202, Redwood City, CA 94063.
- Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.
- If your score stands at the end of the event, you'll win the GRAND PRIZE for that event. Of course, you can keep playing and send in another score should you top yourself.
- All other prizes will be awarded based on other top scores for each event. In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prize. The decision of the judges is the selection of the winners is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.
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- Winner names, photos and prize information may be used by DTMC, Inc. for promotional or advertising purposes without further compensation.

To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn out the lights in the room and take your best shot!

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**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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# DRAGONGUN

Fans of shooting games such as Steel Gunner 1 and 2 and Space Gun will be very excited by Data

East's Dragongun.

Hold onto your hats as you go face to face with huge dragons, weird organic space-ships and whacked-out alien invaders.

Walk through tight corridors and be alert because danger is literally around every



Cartoon-like graphics give you a first person perspective of all the action.

corner! Use your special bombs when things get out of control and be careful not to waste too much ammo.

Graphics? Wait until you see some of the enemy characters! This game is a delight to play as well as watch.

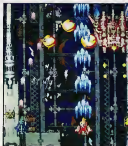


Shoot the beasts in their weak spot while trying not to get hit by their fiery breath.

Some of the dragons are just too cool. If you don't believe us, check out these pictures and draw your own conclusions!

Definitely a "must-play", Data East's Dragongun will soon have you in its fiery clutches!

# WING FORCE



Wing Force's weapons systems are as imaginative as they are destructive.

Shooters come, and shooters go. We've all seen it. What is it that sets one apart from another? Well, play Atlas' Wing Force and find out firsthand!

Wing Force follows the typical shooter genre: tons of power-ups, stellar graphics, great end bosses, blah, blah, blah... Where Wing Force really shines is in the game play



Wing Force pits you against some of the toughest bosses you are likely to meet.

department. This game is different! Sometimes, there is so much on-screen action that you will easily lose track of where you are at!

In addition to this, Wing Force is great fun to play. Its controls are well-placed and easily accessible. The sound effects and music are also good!

To help you get a handle on what sets one shooter apart from all of the others, try your hand at Atlas' Wing Force! It'll rock your world!



# The Season's never over with Pro Quarterback



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SPORTS**

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# GAME OF

## GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis."

*Sega Visions Magazine*

"Dazzling! A score of ten is reserved for the best; this is it!"

*Game Informer Magazine*

"**WOW!**" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators is the best platform action game I've played since Sonic... This game is a masterpiece!"

*Die Hard Magazine*



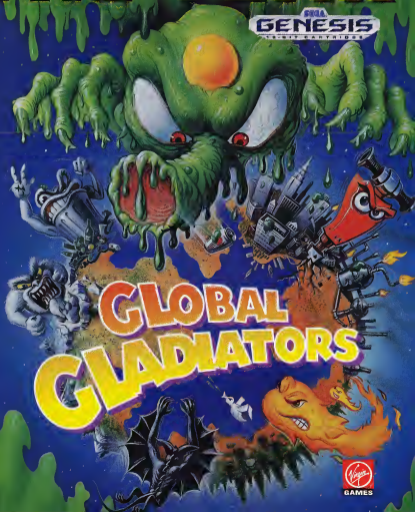
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# THE YEAR

SEGA  
**GENESIS**  
SPECIAL EDITION



# GLOBAL GLADIATORS

Virgin  
GAMES

# THE GAME DOCTOR

## Game Doc Fast Qs; Speedy As!

**Q:** I have heard that the processor inside the Super NES has three different speeds. Why would anyone want to use the slowest speed?

Dino Pantazopoulos  
Dracut, MA

**A:** It's true that the Super NES has three operating speeds, but in almost all cases, the speed is not determined by the programmer. Depending on the task and area of memory being accessed, the Super NES itself selects the most efficient speed for processing data. In other words, nobody ever chooses to run a program at the slowest speed, but if that's the most efficient pace, the Super NES will automatically select it.

*By the way, Dino, I loved your envelope art.*

*And speaking of envelope art and our Draw the Game Doctor contest, this issue we're featuring some of our finest entries. Greg Wilcox of New York City had both*

*the winner in our envelope art competition and an honorable mention in the Draw the Doc contest. Greg hopes to someday become a comics pro and has submitted samples to Dark Horse. The Doc wishes you the best of luck!*



## LETTER • OF • THE • MONTH

**Q:** What are the name conversions in Japan for: NES, Super NES, SMS, Genesis, Sega CD, TurboGrafx-16 and Turbo Duo? Thanks!

Jordan Tucker  
Rockwall, TX

**A:** Here they are, Jordan, in order: Famicom, Super Famicom, SG-1000, Mega Drive, Mega CD, and PC Engine. The former Turbo Duo system is now known only as the Duo. The Game Boy and Game Gear have the same name in both countries.

**Q:** I'm writing all the way from Britain because I'm sure you're the only geezer who can answer my questions: 1) If I brought my Super NES with me to America, would it work on American TV? 2) Why do Nintendo and Sega make British games so expensive? Over here, SF II costs \$97.50 in U.S. dollars.

Christopher Jones  
London, England

**A:** Always glad to help a Trans-Atlantic gamer, Chris. You're going to have a problem with your Super NES over here, however, since the British broadcast system (PAL) and ours (NTSC) are non-compatible. Even if it did work, you'd need a power converter because of AC/DC incompatibility.

As for the price of video game software being higher in England than America, you should be used to that by now. Surely you've noticed that everything from cars and computers to meat and musical instruments cost more in Britain than the U.S.



The winner of the Draw the Game Doctor contest is Demetri Demas.

Remember to send those Qs to: Game Doctor (EGM) 330 S Decatur, Ste. 152, Las Vegas, NV 89107. Acha!

# Dare to Escape!

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YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE  
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCII PAD.



**INDEPENDENT TURBO CONTROL** gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

**AUTO TURBO.** It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up

**SUPER NINTENDO**  
GAMEPLAY DOCUMENTARY



# only one's a killer.

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ASCIIWARE

# INTERNATIONAL OUTLOOK

## INTERNATIONAL NEWS

By Terry Aki

Hello and welcome once again to another high-powered edition of the latest and greatest gossip from Japan. As expected, Final Fantasy V is completely sold out at every shop! I still don't have a copy for myself. Talking with people reveals that those who did get a copy have put in over eighty hours of play and still haven't finished the game. Word on the street is that some retailers are actually holding out for bigger profits on the hottest cart to come along in a while! Sounds kinda shady to me.

I was lucky enough to attend some of the latest game and toy shows in Japan. Most recently was the Amusement Expo '93 on February 16th and 17th, and the Winter CES in Las Vegas on January 7th through the 10th. These were some of the biggest shows at this time of the year with many companies showing off what is to be released throughout the year. It was an exciting time and I brought back plenty of souvenirs to clutter up my desk.



WORLD NET  
INTERNATIONAL GAMING INFORMATION SERVICE

CAPCOM OF JAPAN

## BREATH OF FIRE

SUPER FAMICOM

12 MEG

CARTRIDGE

Breath of Fire is a totally original RPG from the masterminds at Capcom of Japan! Spanning many worlds of play, this one will definitely keep you excited and waiting to see what's next.

The most notable feature of Breath of Fire is the fantastic fighting sequences. Whenever you come across an enemy, the view rotates around so you witness a 3/4 view of the battlefield. Here you can conjure up all sorts of wicked spells or clash head-on with swords and staffs blazing!

The game is divided up into several chapters with mini plots in between. Successful completion of these mini plots will allow you to explore new worlds which yield unending power.

Frequently, your party will come across towns which harbor new crew members as well as weapon and medical shops. There are eight characters which can either willingly join the party or you can pay them to help you fight! Expect an April release for Breath of Fire!



The magician casts powerful spells like a lightning strike from heaven.



The characters can interact with others in the town for information.



The fire magic is best used against undead creatures like mummies.



Hi-Ya!

Bam!

Ouch!



# NINDO

WAY OF THE NINJA

*Ninja in Training!* It's going to take more than a couple of jumping jacks to prepare for this adventure! After all, no one ever said being a ninja was easy. Learn how to deliver killer blows with your trusty sword and send a barrage of throwing stars at your enemies. Explore dungeon mazes and battle giant rats, toxic worms and super leeches that call these caves home! Snoop on your enemies as you explore the countryside, but watch out for bushwhackers eager to steal your gold. If you train hard and master the ninja arts you may live long enough to exact revenge on the wacko that killed your family. One final word of advice: "Quiet ninjas live longer."



Zip off to new adventures



Race through dungeon mazes



Strike back at fire dragons



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Koei Games are available for all systems at retail outlets nationwide. If you can't find the Koei product you are looking for, call us at (415) 348-0500 (Sun to Spas PST).

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**AEROBIZ**

has Landed for SNES!

**A**s CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!

# INTERNATIONAL NEWS

## VIRTUAL COMBAT!

Now here is an item to liven up those boring Monday mornings at the office. This unit is called the Virtual Yarou and offers more features than Laser Tag or Photon from ages past.



The Virtual Shooter is comfortable to hold for those hour long combats.



The Virtual Unit straps on your head and acts as a sensor for attacks.

Basically, it consists of two units called the Virtual Unit and the Virtual Shooter.

The Virtual Unit attaches to your head where a beam of light on the front acts as a sensor. There is a small eyepiece that covers the right eye which displays the number of hits scored on your hapless opponents.



This demonstration shows how this system can really liven up any office!

## CULTURE BRAIN OF JAPAN

### SD ART OF FIGHTING

SUPER FAMICOM

10 MEG

CARTRIDGE

With Yun captured by the forces of Mr. Big, Ryo and Robert have pledged to get her back, no matter what the cost! This comical fighting game features the cast of Art of Fighting in a "Super Deformed" style! There are 13 characters to fight against or play as.

All the special moves and backdrops are retained from the arcade edition but the SD characters add to the fun!



Fighting turns comical in this Super Deformed version of Art of Fighting.

Use all kinds of special moves and many killer attacks to throw your foe to the ground.



## NAXAT SOFT. OF JAPAN

### DOUBLE DRAGON II: THE REVENGE

PC SUPER CD-ROM

CD

CD-ROM

Billy and Jimmy Lee take to the streets on the PC Engine! The twin brothers are seeking their revenge for the untimely death of Marian.

Masters of the Martial Arts, Billy and Jimmy have a whole arsenal of punches, kicks and throws to use on the enemy. Their foes are exactly the same along the detailed backgrounds. Seek out your revenge, young warriors!



These enemies are relentless! Battle for your life atop a building with a chopper!

Enemies have the same moves as you, but you have a definite advantage.



## MASIYA OF JAPAN

### RANMA 1/2

MEGA CD

CD

CD-ROM

Yes, it was destined to happen! Ranma 1/2 is coming to the Mega CD-ROM.

While not a fighting game like some of the others, this one plays more like an actual episode of the animation series.

All the characters are present, complete with full voice. The basic plot is to try to survive a couple of days as Ranma as you go to school, avoid Kuno, and engage in many other situations!



This pineapple shows just how much Genma really likes to eat. Try to help him.

Situations with Akane and Shampoo always seem to arise when at Furinkan High.





# JAMES BOND

# 007 THE DUEL™

Hey, now it's *your* turn to *be* James Bond!

All you have to do is rescue hostage scientists from a Caribbean island.

Defeat a mad professor and his ruthless army.

Take on all of Bond's old arch enemies. Enter a volcano. Blow up an enemy space shuttle. And of course, save the world.

That's not too much to ask of you, the world's greatest secret agent... *is it?*



## DOMARK

Available exclusively in America exclusively by  
**TENGEN**

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# INTERNATIONAL NEWS

There is a switch located on the unit with two settings which allow for players to shoot their own team members or restrict it to opposite teams only.

The Virtual Shooter is the hand-held gun which has a futuristic design and is very comfortable to hold. The gun holds a rechargeable battery pack in the handle which offers about four hours of constant play. The gun also has a cap to protect it from damage and can also be used like a super charger to increase the power of your shots! This can only be used ten times in a match, however.

Although it is a bit difficult to play in the daytime, it's an absolute blast to play indoors!

## ANIMATION CELEBRATION!

Ever since CD-ROM made its debut on the video game scene, it seems that more and more companies are producing games based on the more popular animation series. Notice the big influx of Ranma 1/2 for nearly every system, including Mega CD, and Urusei Yatsura for the PC Engine CD-ROM.

Probably the best reason anyone can give to these games huge success is the big following that fans of the animation give to



Urusei Yatsura (Lum) was a hit when released on the PC Engine CD.

### MA-BA OF JAPAN

## ULTRAMAN

MEGA DRIVE

4 MEG

CARTRIDGE

To the future! Ultraman is here to save Japan from the hordes of giant rubber monsters!

Ultraman is equipped to do some serious damage to those who threaten Tokyo. His assortment includes various laser beams, punches, kicks and body throws.

Face the forces of familiar foes like Bemular, Telesdon and Jamyra. The future of Tokyo is at stake once again.



Jamyra's scorching flame attack can burn Ultraman to a crispy critter.

Bemular's laser attack can be reflected back at his scaly, lizard-like body.



### BANDAI OF JAPAN

## DRAGON BALL Z

SUPER FAMICOM

16 MEG

CARTRIDGE

Based on a popular animated and comic book series, Dragon Ball Z puts you locked in combat with characters from the series.

Set up like one-on-one fighting, Dragon Ball Z employs exciting attacks coupled with awesome special techniques! Thirteen characters await combat with you in detailed background stages. 16 Meg is put to good use with the smooth animation and cool tunes.



The power meter shows how much damage your special attacks will cause.

Hurling fire balls at enemies is just a small part of combat in Dragon Ball Z!



### MASIYA OF JAPAN

## JAPAN PRO WRESTLING

SUPER FAMICOM

16 MEG

CARTRIDGE

This incredible 16 Meg wrestling game is like no other game out there! The animation is incredibly smooth and the moves are Earth shattering!

Select from 16 tough fighters and plow your way through the ranks to ultimately face the top-ranking wrestler. Using joystick and button combinations yields some really wild moves. The matches are timed so quick winning is a must!



Cheap moves are allowed in this game! Any way you can win is considered legal!

When rivals clash, you can dodge the attack, punch back, or dodge out of the way!





# INTERNATIONAL NEWS



Kodachi is one of the stars on the Mega CD version of Ranma 1/2.

these types of games. With animation that looks just like the series and even has the real actors perform the voices, it's not hard to see why these games sell so well.

Since Japanese animation is really taking off in America, more companies should consider translating these games so more gamers can live out their animation series on the game screens!

## MOONWALKING HEDGEHOGS!

On December 15, 1992, Michael Jackson gave a concert in Japan. To celebrate the event, Sega of Japan had Sonic the Hedgehog visit with the moon-walkin' man. Michael was able to try out Sonic 2 for the first time and pose for pictures with Sonic.

Michael Jackson is no stranger to Sega since he helped produce Moonwalker for both the Genesis and arcade.



Michael and Sonic take time out from gaming to pose for a few pictures.

## VICTOR MUSICAL OF JAPAN

### HEIMDALL

MEGA CD

CD

CD-ROM

As Heimdall, a Norse hero, your mission is to locate three ancient weapons to be used by the Gods in their final battle.

Heimdall is a unique adventure game because you can move freely in eight directions and interact with nearly everything in the background.

Up to six characters can be controlled at any time. The quest is lengthy and offers plenty of surprises for players.



A 3-D view is used to give you complete interaction with enemies and backgrounds.

In this bonus game, you must hurl axes at the braided hair. Try not to hit the head!



## WOLF TEAM OF JAPAN

### DEVASTATOR

MEGA CD

CD

CD-ROM

With the world threatened by peace from an alien armada, who can the armies call upon? How about the Devastator?!

This group of cybernetic armored warriors have the skill and the firepower to wipe out an entire planet! There are three power-ups: Shot, Laser, and Bomber which can be increased five times each!

Witness the bosses at each level for a real fight.



Your weapons can reach enemies that can't be seen! Very helpful in tight battles.

This three-legged boss has a missile-launching tail and arms that fire cannons!



## SEGA OF JAPAN

### DEVIL BUSTER

MEGA DRIVE

8 MEG

CARTRIDGE

Devil Buster is an exciting action game where two players can help each other defeat an evil uprising force.

Select a beginning stage from each of the elements: Earth, Air, Water, Fire. The Fire stage is a ravishing inferno with lava beasts and fire bats. The Water stage is filled with airborne hydro beasts that attack from below.

Two players can simultaneously play in this exciting game!



Journey the the fire pits while dodging fireballs and flowing lava streams.

The Earth stage is filled with dangers like falling rocks and sliding stones.





**16 BIT  
SNES**

**THE CULTURE BRAIN NEWSLETTER, FEAT**

Big Capacity with 12 Meg Bytes  
104 dots x 50 dots character  
Wow, they're huge! There are more than 150  
techniques to choose from. Up to 8 people can participate.  
Missing the Super Defense System!



**FOR 2 C**



# **SUPER NINJA BOY**

**FUN FUN FUN!!**

A parallel life in cyber Disneyland with rubbery faces and  
flexible, after the Universal Peace Conference was over. The  
freedom concerns less growing and Jack and Bob decided to  
go out and save the world. The place they visited during the  
expedition were Disneyland, Hollywood, Disneyland and future  
land. The more they advanced the more spectacular it became.  
After they found out what it was, they decided to  
There are loads of exciting action, cool hand, beat enemies, great  
effects and magic spells available. They are all yours to enjoy  
entertainment out of the way of the price parallel Disneyland.



**COMING  
SOON!**



# TRICKS OF THE TRADE

## RENOVATION ROAD AVENGER

### SEGA CD STAGE SELECT, DEBUG, & DEMO MODE

At the title screen, press START to access the Game Start and Options Mode choices. Now, take controller 1 and press UP. The pointer will move to the Options Mode (Make sure you do NOT move the pointer DOWN to the Options Mode, or the trick

will not work). The Options Mode screen will appear. Make sure your pointer is on the "Players" option. All of these tricks can be accessed from this point, so they will be listed accordingly:

**Stage Select** - At the "Players" option, press the



Press UP on the pad and go into the Options Mode.



Put the arrow on the "Players" option for many codes.

A button 6 times. Exit the Options Mode and start the game. The stage select screen will appear. Move the pad RIGHT to change the stage.

**Debug** - At the "Players" option, press the A button 5 times and the C button once. Exit the Options Mode and start the game. While playing, press the A, B and C buttons at the same time. A bunch of

numbers and letters will fill the screen with moving coordinates.

**Demo Mode** - At the "Players" option, press the A button 5 times and the B button once. When the game starts, you will not have to control anything. Just sit back and watch the action. These tricks can be combined with one another to make a more enjoyable game.



The stage select is just one of the many tricks you can do.



The debug is neat to watch, but serves no real purpose.

## RENOVATION ROAD AVENGER

### SEGA CD PAUSE AND AUTOMATIC STAGE CLEAR

Just like the trick above, when you are at the title screen, press START to access the Game Start and Options Mode choices. Now, take controller 1 and press UP. The pointer will move to the Options Mode (Make sure you do NOT move the pointer DOWN to the Options Mode, or the trick will not work). The Options Mode screen will appear. Make

sure your pointer is on the "Players" option.

**Pause** - When the pointer is next to the "Players" option, press the A button 4 times, the B button once, and the A button again. Press START to pause in the game.

**Stage Clear** - First, do the Pause code as shown above, and then exit the Options Mode screen. Press UP again at the title

screen, and go back into the Options Mode. At the "Players" option, press the A button 4 times, the B button once, and the C button once. Exit this screen and start the game. In the middle of the game, press START to pause and then C to clear stages.



Enter the Pause code & Stage Clear code to pass levels.





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and adventure lurk around  
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incredibly exciting game for  
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**Earth-shaking visuals,** huge challenges, and a story you can  
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action and a variety of challenges.



**Tee-off with skins**—winner-takes-all on every hole or match  
play—combines different styles



## Here's how it works!

- 1 Buy any two of these games: DinCity, Super R-Type, The Iron Skins Game, GunForce, or Street Combat
- 2 Cut out the UPC code from your boxes
- 3 Fill-out the form (cut at dotted lines), then put form and UPC codes in an envelope mailed to this address: **IREM™**



Please print or type in ink.

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Shirt size:  Sm  Med  Lg  XL

Check which 2 games you purchased:  DinCity  GunForce

The Iron Skins Game  Super R-Type  Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/30/93.

<b>SEGA</b>	<b>BIOHAZARD BATTLE</b> ★★
<b>GENESIS</b>	<b>LEVEL SELECT</b>

Completing this shooter is not an easy task. For those of you who are having a difficult time with this game, use this level select. It should be a great help. Wait until the SEGA logo appears, and press and hold the C button. While still holding the C button, press these buttons in this order: UP, DIAGONALLY UP-RIGHT, RIGHT, DIAGONALLY DOWN-RIGHT, DOWN, DIAGONALLY DOWN-LEFT, LEFT, DIAGONALLY UP-LEFT, and UP. If you want a simpler way to do it, just start from the top of the pad, and make a clockwise circle all the way around and back to the top. Press START and the stage select screen will appear. Choose the stage you want to start at, and get ready for the action!



At the Sega logo, press and hold the C button.



Do the rest of the trick on the title screen. Now stage select!



<b>BIGTET</b>	<b>BLACK HOLE ASSAULT</b> ★★
<b>SEGA CD</b>	<b>INVINCIBILITY</b>

Are you having a tough time with the robots in these mechanical fighting matches? Try this code out, and you can fight without taking any damage to your robot. When the title screen appears, and the options screen comes up, choose the "Name Entry" option. The keyboard screen will appear. Put in your name as MUTEKI. Exit this screen and go to operation BHA. When asked to select your name, put in MUTEKI. Start your game and play as normal. The one major difference you will notice is that you will be invulnerable to all hits. This is a good trick for the people who want to actually fight their opponent rather than instant death (EGM 43 p. 76).

Benjamin Eric Humphrey  
Galloway, OH



Enter your name as "Muteki" on the Name Entry screen.



You can now be invincible! Finish the game easily.



<b>CAPCOM</b>	<b>STREET FIGHTER II</b> ★★
<b>SUPER NES</b>	<b>GAME GENIE CODE</b>

This code will allow any player to repeat their special moves by doing the special move once, and then pressing the same button that executes the move to do it again repeatedly. At the Game Genie password screen enter the following code:

**50A5-6767**

Thanh Chuong  
Sacramento, CA



<b>CAPCOM</b>	<b>STREET FIGHTER II</b> ★★
<b>SUPER NES</b>	<b>GAME GENIE CODES</b>

These codes will alter the game in many exciting ways! You must have a Game Genie peripheral for the Super NES to make these codes work.

**DFA9-A467** - No "cheap" moves (throws, etc.).  
**D1BE-0DA9** - Dizziness is gone.  
**9D23-6D67** - All attacks draw blood.



# Reel In The Great Outdoors Without Leaving Your Living Room.



You are cool, cunning and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license.

**ELECTRONIC ARTS** **LOTUS TURBO CHALLENGE** ★★**GENESIS** **ALL LEVEL PASSWORDS**

In Lotus Turbo Challenge, it can be difficult to make it to all of the checkpoints in time. To help you get past some of the more difficult and troublesome levels, use these passwords to warp you to new challenges that will have you driving through the rain, snow, desert and many other scenes. Just enter the passwords at the options screen as follows:

**Level 2 - SLEEPERS**  
**Level 3 - HERBERT**  
**Level 4 - BUSINESS**  
**Level 5 - APPLEPIE**  
**Level 6 - STANDISH**  
**Level 7 - MALLOW**  
**Level 8 - TEA CUP**

Ying Chi Mak  
Kaneohe, HI



At this options screen, put in your choice of level code.



Every new stage increases in difficulty, so be prepared!

**ARENA** **T2: THE ARCADE GAME** ★★**GENESIS** **LEVEL SKIP TRICK**

When the title screen comes up, press: UP, DOWN, LEFT, RIGHT. Keep repeating this until you hear the voice say, "Excellent." Now, start the game and while you are playing, press PAUSE. Now press A, B and C at the same time. You will get the statistics screen and then skip to the next level.

Eddie Velasquez  
Austin, TX

**ARENA** **T2: THE ARCADE GAME** ★★**GENESIS** **NEVER OVERHEAT YOUR GUN**

Now there is a way that you can shoot your machine gun at full power all of the time and not overheat. First, you must have a rapid fire controller. Turn on the rapid fire switch for the game's fire button and you will find that when you shoot your machine gun, the heat indicator will not move! Your gunpower will be full!

**SONY** **HOOK** ★★**SEGA CD** **3-UP LOOP TRICK FOR 99 MEN**

When you reach level 5 in the rocky caves, there is a 3-Up loop that will give you tons of lives that will help you get through the game. When you begin, fall down the first chasm to the right. At the bottom of the pit, walk to the right and while avoiding snakes and bats, sink and go underneath the rocks to get the leaf and 3-Up. Die and repeat for 99 lives!

**MINDSCAPE** **GODS** ★★**SUPER NES** **AWESOME LEVEL PASSWORDS**

This game is fast and intense, but it is difficult to accomplish certain levels. These level codes will help you get past certain sections of the game.

**Level 2 - SD1**  
**Level 3 - BMH**  
**Level 4 - MGB**

Brinn Shepard  
Winter Park, FL



# DECLARE WAR.



**Super Conflict** is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

**Super Conflict** is all the war you'll ever want.



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GAME PAK 0165-0382

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THE PRODUCT. ALWAYS LOOK FOR THE SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

NTVIC

Q+BERT 3

SUPER NES

ACCESS LEVEL 11

Do you find that your efforts to get far in this game just don't do the trick? Well, here is some relief. To warp all the way to level 11, try this trick. When you are at the title screen, move down to the Game Options and press START. Now, while in the Options mode, press the B button 8 times. You will hear a tone which indicates that the code was

accepted. Now, press start to go back to the title screen. Now just start a one-player or two-player game. You will automatically access level 11. From here on, things will not be that easy! Enemies come out from everywhere, and the mazes get very tough. Strange and wonderful mazes are at your fingertips, so jump until your heart's content!



On the Game Options screen, do the trick with button B.



Go back and start a one- or two-player game at level 11!



SEGA

SONIC THE HEDGEHOG 2

GAME GEAR

ZONE SELECT

It is very tricky to select any zone in this portable extravaganza, but with the right timing, you can do it. When the SEGA logo appears, press and hold diagonally DOWN and LEFT on the pad and also hold buttons 1 and 2. With all of these simultaneously held, wait until the title screen appears, and look at Tails. Tails will be blinking one of his eyes. Wait

for him to blink 3 times. On his third blink, when his eye is shut, press START. Timing is critical. A zone select screen will appear. You can move the pad UP or DOWN in this screen to scroll through the levels. Press the START button to begin in the level of your choice. Access everything up to the last zone with this code!



To get the stage select, hold the specified buttons.



Wait until Tails blinks. Press START and the trick will work.



SONY

KRIS KROSS

SEGA CD

BEHIND THE SCENES

This trick will not help you make a better video, but it is fun to watch, because it gives information on the making of the "Make My Video" CD. At the caller screen, press A, B, C, and then RIGHT on the pad. You will see the taping of an audio session. In the middle of this, press START for more footage.

Miko Rowe  
Gray, TN



## TRICKMAN'S IN TROUBLE!

We've got major problems! One day, Trickman Terry woke up late (he regularly sleeps through his alarm) and he tried to make up time by driving a bit too fast on his way to work. Well, the boys in Blue nailed him for going 63 in a 50. Ouch! Normally that would amount to a humongous fine, but once the police saw his Trickman license plates, they struck up a conversation. It seems that the officer's boy is a big fan of Trickman, and Terry was able to promise the policeman that the next issue would be the best ever. The smokie was a bit apprehensive of Trickman's boasting, but, when Terry whipped out a new issue and autographed it for the officer's son, he let Terry go with only a warning. The trouble is, the next issue has to be good. So, for Terry's sake, send your best gaming goodies to: Tricks of the Trade, Sendal, 1320 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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# Before you play this know which



La-a-and Ho-o-o! It's Tiny Toon Adventures™ - Buster's Hidden Treasure™ for Sega™ Genesis™. As Buster Bunny, you've landed in a 33 stage treasure hunt adventure. Check out the animated terrain and "toon" your big blue ears into the groovular sound effects. Bounce through cartoon turf such as the Underground Sea and a Waterfall so wacky, you won't know which way is up.



You've got to rescue your pals and find the treasure before spoiled Montana Max spoils your plans. But you'll practically have to move mountains if you're going to make it through the mountainous Radar Range.



You're drooling for that 14 carrot gold, but so is every other toonster in town! Dr. Gene Splicer has even brainwashed (we use the term loosely) Elmyra and Dizzy Devil to do his dirty work. Here in the Excavation Factory you'll really have to crank out the carrot juice to survive.



## KONAMI®

Konami Game Hit and Top Line:  
1-505-836-1800 (1-800-836-1800)

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The Shipwreck will have you sunk because it's swarming with zany challenges. In a pinch, you can always spring a triple jump or slide down a rope with your ears.



# cartoon, you better way to Gogo.

Welcome to the Fungusamungus Forest, where creepy trolls and owls are just dying to meet you. But hang on to your carrots, Gogo Dodo will show you where to go throughout this adventure.



The Plains! The Plains! This fantasy island is fraught with freaky flatlands. Before they flatten you, watch out for unidentified falling objects, electric zappers, moving walls, levers and misplaced rakes.



greeting cards. You're going to be exploring the Deepdark Caverns. Some caves flow with molten lava. Talk about a hot foot!

Happy Spelunking!  
No, it's not a Swedish holiday, save your



# NEXT WAVE

## NEW SOFT NEWS

Okay all you crazed vidcaas! The CES show was filled with wonderful surprises from all the game companies. Here is just a quick listing of what to expect later this year!

On the Super NES, Acclaim has incredible *Crash Dummies*. • *Bulletproof* was showing *Obitulus*. • Capcom has *MVP Football*. • Hudson Soft had *Super Bomberman* and *Dig and Spike Volleyball*. • Interplay debuted *Rock & Roll Racing* and *Lord of the Rings*. • Super Empire *Strikes Back* was coming from JVC. • Ocean had *Jurassic Park*. • THQ showed more of *Ren & Stimpy*. • Ubi Soft is reportedly working on a baseball title and a car racing game. • Virgin had *Global Gladiators*.

Sega owners can look forward to Sega CD versions of *Mortal Kombat* and *WWF Wrestlemania* by Flying Edge; and, • *Ecco*, *Dark Wizard*, *U2* and *Peter Gabriel* and *Indiana Jones* all on CD from Sega.

SNK appears to be putting in some serious overtime lately. Many new games are already appearing in the arcades with tons more in development. Some of those include *Samurai Showdown*, *Reaction*, and *Magician Lord 2!* But the best news is that SNK is developing a CD-ROM system for their incredible machine! This attachment will cost about \$450.00, the games will run around \$50.00 each, and should be out in 1994.

ELECTRONIC ARTS

## JUNGLE STRIKE

SUPER NES

16 MEG

CARTRIDGE



The enemy is nearly invisible in the thick underbrush of the jungle terrain.

The war has just begun! The rebel forces from *Desert Storm* have taken refuge deep within the African jungles. Once again, you must pilot the highly advanced helicopter across enemy lines and flush out the vermin before they can strike again.

*Jungle Strike* offers the same strategic fun as *Desert Strike* but with 16 Meg behind it, this game offers more enemies to destroy, more obstacles to avoid and more missions to keep your trigger finger firing away!

Start out by getting briefed on the upcoming situation. Learn all about the rebel forces strengths and weaknesses plus their favorite hiding places. Then load up your chopper with missiles, guns and fuel and head into the steamy jungle to fight for peace.

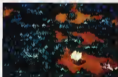
Lock and load! The helicopter handles just like the real version and is just as deadly. Use the radar to locate your targets and possible refuel and reload stations. Saving captured hostages can earn you more armor plating, too! The inhospitable jungles beckon your return for peace.



Not all of the jungle is covered with enemy forces. Your base is nearby.



Random gun shots can often pay off by snuffing out the enemy for you.



Listening outposts relay info to the enemy. Be sure to destroy them!



The radar shows where the enemy is located along with needed supplies.

Dear Luigi,

I think Bowser  
is up to something  
really nasty!  
It could get  
dangerous.

Your Bro,  
Mario

PS - Someone is at  
the door

**IMAGINE A WORLD  
WITHOUT MARIO**

**COMING IN JUNE TO YOUR SUPER NES®**

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SEGA

## CYBORG JUSTICE

GENESIS 4 MEG CARTRIDGE

Glistening cyborgs clash in a high-tech world of intense action and killer game play! Cyborg Justice is unique because you devise your own cyborg from a plethora of bolt-on body parts. Over 216 different cyborgs can be created!

Once you've assembled your creation, cross over enemy lines and engage in robot warfare. Use your weapons like the saw blade, spiked legs, plasma cannon and war hammers! Beat your opponents to pieces and hurl those pieces at other enemies!

Two players can also create cyborgs and compete in an arena. Watch the sparks fly as two lumbering giants clash it out with perfect animation and realistic sound effects.



With the lobster body attached, you receive a claw capable of big damage!



When opponents get close enough, turn on the buzz saw and slice 'em up!



Here is the room where you choose the pieces and test your creation.

SQUARE

## FINAL FANTASY ADVENTURE 2

SUPER NES

16 MEG

CARTRIDGE

Now here is a quest game worth waiting for! This Supersoft will be called Final Fantasy Adventure 2 and it is a visual and audio tour-de-force!

Set up in an overhead perspective like The Legend Of Zelda, FF Adv. 2 allows you to explore exciting new lands and fight in real-time. No computer controlled battles here!

As with many other games of this genre, you can explore towns and get items to help your health or purchase new weapons from the many shops you'll find.

Use swords, arrows, and magic in this fantastic blend of action and role playing. There are several characters to choose from and the option of having the computer control the other players.



Towns like this offer much needed goods and services for your journey.



Battles take place in an overhead sequence for a unique effect.

REVELL / MONOGRAM

## POWER MODELER

SEGA CD

CD

CD-ROM

Revell/Monogram is proud to introduce a whole new way to build model cars. The only difference is that now you can actually take your model car and tear up the race tracks!

Power Modeler is a unique program for the Sega CD because you actually build your model car from an assembly sheet, outfit it with options, then head onto the track and race your creation, all on the Sega CD!

The assembly is unique because it is all done with 3-D animation. You can rotate the model in any direction while controlling every aspect, including decal application and paint work.

Now you can build your favorite cars and not get intoxicated by the glue fumes!



Carren along race courses while dodging other drivers and obstacles!



Build your model in screens like this. Rotate the model to get the best view.

Top Game Shows From  
**OMNI**  
**COMPUTE**  
 Computer Gaming World  
 Games Magazine  
 Game Players Magazine

# Kick Some Kiltrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



Mission Briefing  
 Deep Space, Rock Mass, 200000

More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingman-like "Spill" saves your tail as you fight the tiger-like Kiltrathi



Filled with peace, you meet the captain of your mission

Treatise the Kiltrathi and be a hero—Lase and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kiltrathi. It's like an action-adventure movie - and you're the star!

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kiltrathi butt with Wing Commander.



A  
 SOFTWARE  
 TOOLWORKS  
 COMPANY  
 MINDSCAPE

# WING COMMANDER

The 3-D Space Combat Simulator

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**TAKARA****ART OF FIGHTING****SUPER NES 16 MEG CARTRIDGE**

Mr. Big has taken a young girl named Yuri against her will. Ryo Sakazaki and Robert Garcia take to the streets to locate her.

Engage in six incredible matches before facing Mr. Big in a battle to the finish! Each match puts you face to face with one of Mr. Big's minions. Watch for this hot Super NES cart in December!



Robert Garcia packs a fierce punch to Ryuohku Todo early on in the match!

**SNK****WORLD HEROES II****NEO-GEO 100+ MEG CARTRIDGE**

It seems that World Heroes was just dying for a sequel, and here it is! This time there are new characters in addition to the original cast and crew.

Each character has new moves to master and many more surprises to watch out for. With even more bonus games and increased difficulty, World Heroes II is a worthy sequel.



Look out! Janne is back for more action in this super-charged sequel.

**SUNSOFT****WORLD HEROES****SUPER NES****UKN. MEG****CARTRIDGE**

A contest was held to see who would be the next defender of Earth, a World Hero! Select from three tough champions like Hanzou, Fuuma, and Dragon and get set to kick some serious butt!

Two modes allow you to play a standard game where you fight opponents one after the other, or a Death Match where players compete in fighting rings filled with oil, fire, energy barriers and even poison-filled spikes.



The basic mode has you competing with foes through many exciting rounds.

**Electrifying!**  
The Death Matches offer the most fun and excitement in an arena!

**TAKARA****FATAL FURY****GENESIS****12 MEG****CARTRIDGE**

Terry and Andy Bogard are on a mission of revenge. Geese Howard killed their father so now they have entered the King of Fighters Tournament to seek the revenge they desperately want.

Choose from Andy, Terry, or their friend, Joe Higashi in a series of matches to become the champ. Many special techniques and killer combos bring the excitement and challenge of tournament fighting alive!



Terry's burning rapalm punch barely misses Richard Myer's fast feet. Stay on your toes!

Tung Fu Rue starts out as a man, but if you hurt him, he shows his true beastly self.

**SNK****SUPER SIDE KICKS****NEO-GEO****54 MEG****CARTRIDGE**

Soccer takes on a blood sport flair! Pick from 13 tough teams and play for the glory of your chosen country!

Varying weather conditions can hamper your play! When it rains, your players slide around the field uncontrollably. By pressing the buttons, you can perform power plays! Slide or tackle your opponent to get the ball or perform a super lock to slam the ball into the goal!



It's rough out there! If you really want the ball, hit your opponent and take it!

When the "shoot" icon appears, hold the "A" button for a super strong kick!



TAKE  
IT FOR  
A SPIN

SUNSOFT



**TAZ-MANIA**



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NINTENDO  
**STARFOX**

880101

Get ready to take flight with the hottest new Super NES cart yet! StarFox uses the all-new Super FX chip to create smooth polygon graphics so real, you can feel the bumps, turns, and explosions! Super NES™

**\$59.99**

Includes Mouse Stick



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Spring into hot March values as Elbo gives you a guided tour of his favorite picks for the post-winter blues!



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**\$24<sup>99</sup>**  
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**\$14<sup>99</sup>**

**A GREAT VALUE!**

# BUBSY



ACCOLADE

**BUBSY**

Join the hippest, funnest, fastest, and all-around bestest bob cat ever to blaze across the Genesis library! The Woolies are back in town, and you must save Earth's precious yarn ball supply!

Genesis

**\$49<sup>99</sup>**

before April 30th



ACCOLADE

**BUBSY**

Now it doesn't matter which system you own, because Bubsy is there! This cool cat with an attitude sports the speed, colors, and gameplay that make him the talk of the town! What's a hedgehog?

Super NES

**\$59<sup>99</sup>**

before April 30th



Hey, in this rad shirt, you might even look as good as me! Got a comb, bub?

## BUBSY PRESELL OFFER!

**ORDER BUBSY BEFORE  
APRIL 30, 1993,  
AND GET AN OFFICIAL  
BUBSY T-SHIRT!!**

Offer valid until  
April 30, 1993, or while  
supplies last.



# electronics boutique

T.T.I.

## GRADIUS II

DUO CD CD-ROM

T.T.I. has picked up the rights to bring out this super-charged shooter in the United States! Pilot the Vic Viper through eight stages of killer action!

The Vic Viper can increase its offensive powers by purchasing power-ups with icons collected from destroyed ships. Items include speed-ups, missiles, lasers and option ships.

The music is the same as the cartridge version except that it's redone in the familiar CD style with plenty of bass and clearer voices!

The levels really come alive with smooth animation of the bosses and enemy assaults. It's time to push back the Bacteron Empire again!



This eagle boss on the first level emits flaming feathers and flies toward you.



In this level, the organic arms attempt to reach out and smash your ship.



Enemies lurk within the nooks and crannies of this mysterious level.

CULTURE BRAIN

## SUPER NINJA BOY

SUPER NES

8 MEG

CARTRIDGE

Jack and Ryu star in their 16-Bit adventure, Super Ninja Boy! With two modes of action, there is plenty of excitement for all genres of players.

Seek out the twelve celestial beings through side-scrolling scenes where you duke it out with swarms of enemies, or an overhead scene where you will explore new continents and even find new accomplices. They're the next comical ninja heroes!



Ninja Boy's side-scrolling scenes provide plenty of action for one or two players!

Discover new continents on the overhead scenes like this one. Many are hidden, too!



WORKING DESIGNS

## VASTEEL

DUO

CD

CD-ROM

Vasteel is an all new strategy game unlike anything you've seen before. Not only do you plot mind-boggling strategies in the familiar hexagonal map, but you also live out these strategies in an overhead action sequence!

One or two players can compete for great strategic moves and then blast each other to pieces on various landscapes like the moon, underwater and even space itself.



Plan your assault on this map scene. Various mechs are at your disposal here.

The overhead scenes are filled with action and suspense as you battle it out.



UBI SOFT

## JIMMY CONNORS PRO TENNIS TOUR

NINTENDO

1 MEG

CARTRIDGE

Jimmy Connors invites you to a tournament where legends are made! In Pro Tennis Tour, you can begin your career by practicing against a serving machine and hitting up to 300 balls for a good workout!

Once your skills are honed, play in a tournament against very skilled players. Use smashes, volleys and other tactics to sneak 'em past your opponent and claim your victory.



It's just you against a strong player. Use speed and skill to win the game.

Practice your shots against a high speed machine. Just keep hitting the balls back.





# DEADLY WEAPONS!

The original martial arts legend continues... with all the hard-hitting arcade action at your command! Battle your way across the globe with awesome special moves and deadly weapons straight from the arcade!

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... **you** have what it takes to crush your ruthless enemies!

**Double Dragon 3™: The Arcade Game™**— a quest that leads around the globe... to the adventure of a lifetime!

**ARCADE SMASH!**



**SLICE THROUGH SAMURAI!**



**UNWRAP POWERFUL MUMMIES!**



**HALF-HUMAN CREATURES AWAIT!**



**BILLY AND JIMMY LEE ARE BACK!**



**BATTLE YOUR WAY ACROSS THE GLOBE!**

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**GENESIS**

**FLYING DRAGON**

**SEGA**

Exploding off  
the comic  
pages and  
into video  
action...

# EX-MUTANTS

A comic book illustration featuring several characters. At the top, a woman with long brown hair and a determined expression is shown from the chest up, wearing a dark, form-fitting suit with a high collar. She is holding a long, thin, metallic object, possibly a sword or a tool, which is pointed towards a man on the right. The man has short, spiky blonde hair and a serious, intense look. He is wearing a blue suit jacket over a white shirt. Below them, another woman with dark hair and a green top is visible, looking upwards. In the foreground, a woman with short blonde hair and a pink jacket is shown in a dynamic, action-oriented pose, looking towards the viewer with a determined expression. The background is a bright yellow and orange, suggesting a dramatic or intense scene.

For Sega™  
Genesis™



MALIBU COMICS

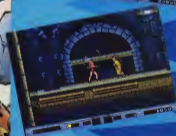
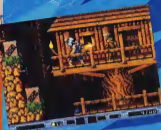


MALIBU INTERACTIVE

**P**lunge into the post-apocalypse world of the Ex-Mutants™. Sluggo, the evil-radiated leader of the mutants, has nabbed your buddies. It's up to you to save them. Thrash and think your way through 14 stages of cunning mutants, vicious traps, bizarre bosses, and environmental hazards! Your enemies might be mutants but they aren't stupid. No mindless charges. They attack, parry, dodge, and pursue. It's you or them. Prepare yourself for a weird new world.



360° Scrolling!



SEGA  
**GENESIS**  
16-BIT CARTRIDGE

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CAPCOM

## DARKWING DUCK

GAMEBOY 1 MEG CARTRIDGE

The city of St. Canard is suddenly gripped by a terrifying crime wave. The top secret organization known as S.H.U.S.H. suspects the F.O.W.L. group of this travesty of justice.

You are Darkwing Duck, a special agent sent to seek out the agents of F.O.W.L. and stop this problem. This faithful translation of the NES version puts you right in the middle of the worst parts of St. Canard.

Launchpad McQuack will fly Darkwing to various locations on a map to seek out the crime bosses and put a stop to their reign of terror. Use a high powered gun to blast these enemies or unfurl your cloak to shield yourself from oncoming assaults.



Use Darkwing's blaster to shoot the enemies before they shoot you.



Using his super skills, Darkwing can swing from rafters to cross pits.



Enemies consist of low-flying bats and F.O.W.L. agents with blasters.

SOFEL

## CASINO KID 2

NINTENDO

2 MEG

CARTRIDGE

Almost one year has passed since the Casino Kid defeated all of the gamblers in the U.S. to win a million dollars. The gamblers around the world have extended a new challenge that includes you, the Casino Kid!

In this gambling simulation, you must travel the world in search of an infamous new leader. You will play games like Blackjack, Roulette, and Poker in countries around the world.



Rocky Hammer is your host in Canada. He's a tricky player so watch for his nasty bluffs.

Paul Kielton plays a mean Roulette game. He knows the wheel so try to be on guard.



SEGA

## ECCO THE DOLPHIN

GAME GEAR

2 MEG

CARTRIDGE

Our finned friend has lost his family due to a mysterious occurrence above the water. Now Ecco must seek out clues to his family's whereabouts.

This very relaxing game is a side-scrolling adventure where Ecco can communicate with other sea animals by using his long range sonar. Since Dolphins breathe air, you can't stay under water too long. Replenish your health meter by eating fish.



The graphics are very well drawn and look very close to the Genesis version.

The animation of Ecco is some of the best ever seen on the Game Gear system.



SUNSOFT

## SPEEDY GONZALES

GAMEBOY

2 MEG

CARTRIDGE

The fastest mouse in all of Mexico lives in SunSoft's latest GameBoy title! Race Speedy through many levels like a water-fall stage where furry creatures roam about.

Speedy Gonzales must also collect cheese wheels as he races about. Since he can run so fast, there are many hazards set up, including loops that he must pass through before fans at the end blow him back around.



The enemy above is best if left alone. Sneak under the ledge to avoid him.

Little pals like this can give Speedy a boost over ledges too high for him to jump over.











# Dracula: The Transfusion from Movie to Game

**F**or fans of Bram Stoker's *Dracula* who wished they could have somehow taken part in the Gothic thriller, Sony Imagesoft's CD version allows them to do just that.

Throughout development of the game, game designers and programmers worked hand in hand with movie technicians to ensure a faithful adaptation of the haunted tale.

According to Producer Rich Robinson, interaction between movie and game development began when a group of game designers and pro-

grammers sat down with director Francis Ford Coppola.

In the meeting, which took place at the embryonic stage of both the movie and game, Coppola filled the team in on the plot, roles of key characters, and other important details that were yet to take shape on film.

In return, the team presented Coppola with the idea to have seven levels for the game, each representing one of the seven forms of *Dracula*. Coppola, himself a video game fan, liked the idea and from that

meeting rose the basic premise of the game.

Since the basic plot of the game was decided on so early, Robinson had the luxury of visiting many of *Dracula*'s exotic movie sets - some of which were located in Europe! From these visits, Robinson was able to ensure the highest degree of authenticity between the game and movie.

"In fact, there was so much interactivity between film and game production, that the rooms created in the CD version of the game used the same blueprint set designers used when building *Dracula*'s castle," Robinson said.

Using a high-powered Silicon Graphics machine, programmers were able to generate realistic rooms and rotate them, choose camera angles and lighting sources at will. All of these advanced techniques are embellished in the CD version of the game.

Once backgrounds were completed, Robinson and his team turned their attention to the main character in the game - Jonathon Harker.

Employing a process known as

"blue-screen", designers digitized Harker's character and all his basic movements including walking, kicking, punching, jumping, etc., (a la *Mortal Combat*).

After playing only a few minutes, Sega CD owners will immediately notice that the CD version makes better use of digital technology than any game that has come before it.

Before *Dracula*, many first generation CD games suffered from an over abundance of style and an inadequate amount of substance. The games

looked great in their 30 second commer-



Sadie Frost stars as Lucy Westenra, one of *Dracula*'s victims, in Bram Stoker's *Dracula*. People who were fascinated by Bram Stoker's vision of *Dracula* will no doubt be absorbed by the Sega CD version of the game, which draws extensively from famous scenes and accurately recreates the Gothic mood.



Dracula (Gary Oldman) and Chesare (Anthony Hopkins) plead with God to spare Elisabeta (Winona Ryder). Although cinema screens from the CD version of the game aren't quite as crisp as these photos, they bring a new degree of realism and new meaning to the term "movie license."

cial, but actual game play was reduced to simple joystick commands.

Robinson says there is a very good reason for that. "We (game designers and programmers) are going through a learning curve with the CD format. It is a new technolo-

play with beautiful cinema scenes cut straight from the movie, Dracula on CD strikes the balance between form and function - and has elevated the CD format to a whole new level.

"Sega deserves to be commended for bringing the technology to market," Robinson stated. "They trans-

**"In fact, there was so much interactivity between film and game production, that the rooms created in the CD version of the game used the same blueprints set designers used when building Dracula's castle."**  
**-Producer Rich Robinson**

gy that we're still exploring and asking questions such as: How do you effectively integrate full-motion video into a game? How do you best utilize the 500 times more space a CD has over a cartridge?"

Robinson and his team seem to have answered those questions with Dracula. Combining realistic game

formed the technology from a futuristic concept to here and now."

Robinson said future games will employ CD technology better than even Dracula. "The CD platform has enormous potential and the possibilities are exciting."

As CD technology blurs the line between passively watching a movie

and actively playing a part in it, look for action/adventure titles such as Sylvester Stallone's upcoming Cliffhanger and Arnold Schwarzenegger's Last Action Hero to offer gamers an unprecedented amount of interactivity between themselves and their favorite movie heroes in the CD translations.

Sports games will also be enhanced by CD technology. Sony Imagesoft is preparing football and baseball games - both licensed by ESPN - that will include sports clips and cuts to the ESPN Sportscenter as well as interactive broadcast commentary based on the score.

"I think the CD gaming market will explode in the coming year," Robinson predicted.

With the release of Bram Stoker's Dracula, that explosion may have already begun.



Dracula ponders the fate of Elisabeta. Maybe you can make a difference in the game from Sony Imagesoft.

SEGA CD • DRACULA CENA

## THE GRAND ENTRANCE IS ON THE SEGA CD!

Said to be the Masterpiece of all the video game versions of Dracula, the Sega CD rendition is truly a spectacle to see! Not only is it filled with great music and sounds, but with CD memory, the levels were computer generated and mathematically placed with awesome detail!



### ALL THE LEVELS ARE COMPUTER RENDERED!



Now this is taking CD gaming to the next level! All the action scenes in this game were done mathematically on a computer and provide scaling and rotating effects with utter ease!



The land is filled with many ghoulish surprises for you!



Detail is the strongest point in this game, even down to the enemies. See how they adore you?



Where would an action game be without bosses?

### DETAILED FULL SCREEN, FULL MOTION VIDEO CINEMAS!



Like most Sega CD games, this title will have full motion video cinemas. However, while further reducing the resolution size, Sony will be able to have full screen cinemas to create more of the movie realism!

## HE STALKS WITHIN THE GAME GEAR.

### SEEING THE SIGHTS IN THE FOREST.



Enter the portable scene with the Count as the Game Gear obtains a version of this movie as well! Even though it does not boast a computer generated background, this game will still provide a good stab in the action arena. Traverse the lands and enter the castle to defeat the Count once and for all!



Enter the forest and do battle with stray bats and avoid pitfalls. There are scattered power-ups along the path that contain hidden weapons!



As you progress, you will eventually enter the castle of Dracula. There you are met with unspeakable horrors and ghoulish creatures that will boggle your imagination. Be prepared for this adventure of adventures!

TOKER'S

Dracula

L EGM  
NEW!

## THE NEXT INNOCENT VICTIM: SUPER NES.



There will also be a Super NES version of the movie! Here, you enter a fast side-scrolling quest to defeat Dracula. You will need to gather different weapons and use your blade with great skill in order to defeat the horror from Transylvania for good!

### KNOW THE TOOLS OF VAMPIRE SLAYING!



**Sword**  
This is your basic weapon.



**Bomb**  
Creates a small burst.



**Shotgun**  
Fires in five directions.



**Stake**  
We all know this item!



**Health**  
Fills health meter by 1.



**Saber**  
Power-up your sword.

### CHECK OUT THE MASSIVE LANDS TO COVER! WHEW!



Level 1



Level 2



Level 3



Boss 2  
Boss 3

### THE FOREST IS A TREACHEROUS PLACE FOR BATTLE!



The woods are a dangerous place to visit, especially if you are venturing near the Count's home castle! There are bats and stray humanoids lurking about the land. These are not too difficult to kill. Watch out for the boss!

## HIS GUISE IS UPON THE GENESIS.

### SUPER HUGE LEVELS!



Most of the action takes place inside the castle, where the rooms are gigantic mazes filled with unspeakable horrors!



Well, when you're going to bring a game out for the Super NES, Sega CD, and Game Gear, why not a Genesis version? This cart is more complete at present than the actual Super NES version, and it shows that gaming skills are going to be tested as this game should hit soon! Huge action filled levels will await you.



# Top Ten

## reasons **NOT** to buy Tyrants™

Because I don't like lots of action and violence

9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice

Because I am a follower not a leader and I don't want to be the most **powerful** person in the world

7 Because I don't like games that offer **months and months of game play**

Because the idea of **traveling through time** and conquering nine worlds merely tires me out

6 Because I do not have a **loin cloth fetish**. Really.

Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**

3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

Because I prefer blowing \$39.99 on a cartridge that's all talk, hype and no **action**

1 Because I am not worthy of an **adventurous resource management game** that makes other carts look like girly toys.

### DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION



# FIGHT THROUGH TIME TYRANTS



EXPERIENCE  
**Sensiole**

Virgin  
**GAMES**



**SUPER NEES**

**HELPFUL ITEMS**

The members of the Red Triangle Circus Gang that Batman defeats reveal some needed items that will help our friend along.



**GOLD BAT ICON**  
200 Extra Points



**SILVER BAT ICON**  
500 Extra Points

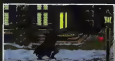


**HEART**  
Refills some energy



**BIG HEART**  
Replenishes all energy

## AWESOME WEAPONS



### BATARANG

Stun enemies with this weapon, then move up and assault them with one of the 'bat' attacks.



### BAT HOOK

Use this to swing over and across areas that are difficult to jump. Don't miss or you'll fall.



### BAT TEST TUBE

Throw this weapon on the ground like a smart bomb and inflict damage to all onscreen enemies.



### BATMAN

Secret ID: Bruce Wayne

History: A sophisticated, enigmatic millionaire. At the age of nine, young Bruce witnessed the murder of his well-to-do parents by Jack Napier known as The Joker. Devastated, he pledges his entire life to combating evil - a feat he accomplishes under the guise of Batman.



### CATWOMAN

Secret ID: Selina Kyle

History: She was once a quiet secretary of Max Shreck, a powerful businessman. Frustrated by the villainous Shreck, she has transformed into Catwoman. She prowls the streets in search of Batman. But will she help him or join The Penguin and try to destroy him?



### PENGUIN

Secret ID: Oswald Cobblepot

History: Horrified by his disfigurement, his parents abandoned him and threw him and his carriage into the Gotham River. The carriage floated down the storm drain and ended up in Arctic World, part of the old Gotham Zoo. He was rescued by four Emperor penguins.

# BATMAN RETURNS™

"I AM CATWOMAN.  
HEAR ME  
ROAR!"

## FIGHTING SKILLS OF THE DARK KNIGHT



**ATTACK  
BLOCK**



**BUTT  
HEADS**



**CAPE  
DIVE**



**FLOOR  
SLAM**



**FLYING  
KICK**



**HEAD  
BUTT**



**ENEMY  
HOLD**



**JUMP  
KICK**



**SPIN  
KICK**



**KNEE  
THRUST**



**FACE  
PUNCH**



**WALL  
SLAM**



**SPECIAL** - This spin is a great all-purpose move to attack or counter the enemies' assault. Use this move sparingly because your energy will go down as you use it.



## SCENE ONE



**AMBUSH IN GOTHAM PLAZA**  
The Penguin's Red Triangle Circus Gang launches an attack on the city's Christmas festival. They're such party poopers!



## SCENE TWO



### BATTLE IN THE STREETS OF GOTHAM CITY

The battle rages into the streets where more dangerous gang members will try to stop Batman.

## SCENE THREE



### ON THE PROWL

Scale the building after Catwoman and fight her on the rooftop. MEOW!

## SCENE FOUR

### PENGUIN'S TRAP

Save the Ice Princess before the Penguin pushes her off, framing Batman.



## SCENE FIVE



### TO THE BATMOBILE

Speed toward the Penguin's campaign van where he is plotting the takeover of Gotham City.

## SCENE SIX



**CIRCUS TRAIN**  
Save the first born children of the city and defeat the organ grinder and clowns.

## SCENE SEVEN

### PENGUIN'S LAIR

This is It! Time to put a stop to the Penguin. Fight your way through the old zoo and destroy the evil bird once and for all! Good Luck!



## RETURN OF THE DARK KNIGHT

The Dark Knight makes his 16-Bit debut in a new battle against the twisted Penguin and the mysterious Catwoman. Based on last summer's hit movie, this Super NES game has Batman battling the Penguin and his

Red Triangle Circus Gang as well as the crafty Catwoman. The game even has an awesome driving scene with the streets scrolling smoothly in incredible Mode 7. As the story progresses, digitized cinemas from the movie appear between levels. The music is straight from the movie soundtrack and the killer graphics will blow you away!

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	SUPER NES	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	95%

**SUPER NES**

## AGAINST ALL ODDS

The metallic champion of intergalactic justice has returned for another mind-blowing adventure! Super Turrican by Seika will shatter your conceptions of what an action game should be!

One of the many things that really sets Super Turrican apart is the vast array of weapons at your disposal. There are three weapons to choose from (each of which can be powered-up four times!) and some spectacular moves.

In addition to all of this, Super Turrican sports some of the greatest game play this side of Neptune! Get ready for a real adventure on your Super NES with Super Turrican!

## TAKE ON THE FEROCIOUS BOSSES!

### BOSS 1



Your best bet is to try to use some of your Line Zappers before shooting it!

### BOSS 2



On Boss 2, stand on his gun and fire away with your weapon and your Line Zapper.

### BOSS 3



Stand under one of the yellow and black platforms when this flying head shoots!

# Turrican Super

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEIKA	SUPER NES	MODERATE	APRIL
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	13	ACTION	95%

## TURRICAN'S MANY WEAPONS OF DESTRUCTION!

### FOCUS BEAM



### RICOCHET



### SPREAD



### LINE ZAPPER



### FORCE SHIELD



### LIGHTNING

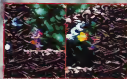


### ROLL / MINES

You have the ability to roll into an indestructible ball and place land mines on the ground. If you are rolling over an edge the mines will act like bombs and explode.



This 360 degree weapon will freeze an enemy temporarily and let you blast him. You can also use it to uncover hidden power-ups!



There are literally hundreds of secret rooms strewn about the various levels.



Some very impressive scaling effects have been added for greater realism.



Hidden 1-Ups (circled) are plentiful. If you can find them. Good luck!



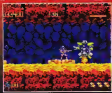
## LEVEL 1

The first level is a good place to test the capabilities of Turrican. Learn to use the Lightning Whip to uncover hidden weapon pods. Once they are exposed, leap onto them and try to climb up them to find extra credits. Explore if you want to, but keep your eye on the timer!



## LEVELS 2 + 3

After defeating the first boss, Turrican now enters the extensive network of tunnels and caves. Try to stay alive through the constant barrage of enemies. After Turrican exits the caves, he must endure a huge avalanche of boulders! If necessary, use the Line to destroy the rocks.



## LEVELS 4 + 5

In levels 4-6, Turrican is inside the alien "factory" where there are lots of traps. Be especially wary of the bombs which constantly fall from the ceilings, and the huge flames which shoot from all directions. Attempt to stay in control while running across the many conveyors.



## LEVELS 6 + 7

Turrican is close to exiting the "factory" but he is not out of danger yet! Make sure to destroy the large spider-like creatures which attempt to put a quick end to Turrican's mission. When Turrican makes it out, he finds himself in a realm of bitter cold and blowing snow.



## LEVELS 8 + 9

Upon reaching level 8, Turrican must avoid the woolly snow monsters and leap from iceberg to iceberg to make it across the frozen waters. In level 9, he must make his way up two large trees. This is done by timing your jumps with the flow of the icy winds. Good luck!



**SUPER NES**

**2 PLAYER  
SIMULTANE-  
OUS ACTION!**

There aren't too many Super NES games that allow two players to compete at the same time. This cart, however, delivers the goods.



# RUN SABER

**HELPFUL ITEMS**



**POWER-UP**

Increases sword's power



**MAGIC**

Adds to magic inventory



**FIRST AID**

Refills one health bar



**BLUE FIRST AID**

Refills two health bars



**MALE HUP**

Extra male life



**FEMALE HUP**

Extra female life

**BIONIC SOLDIERS**

Military warfare in the future has reached the point where we are now able to utilize bionic soldiers who have incredible hand-to-hand combat capabilities. That's not all they can do, though. They can also devastate the opposition with their powerful magic.

Now the Earth is being invaded by an alien force and you must infiltrate the conquered areas with the bionic warriors and destroy the evil boss creatures. Be quick and strike hard; the enemy must go down!

**BIONIC MAGIC ABILITIES**

Devastate the enemies and cast a destructive magic spell on them.



**MALE MAGIC**

Unleash a dragon serpent sweeping the entire screen, damaging enemies.

**FEMALE MAGIC**

Release a swirl of deadly diamonds and send the bad guys spinning off.



**STAGE ONE  
TRJ BASE**



Reclaim the rocket base back from the evil alien forces and beat the phantom plane boss!

**STAGE TWO  
TONG CITY**



Travel to the Orient and slice the enemies to bits! The boss lady has a devastating attack.

**STAGE THREE  
JOO VALLEY**



The jungles of South America are crawling with primitive creatures and a dragon boss.

**STAGE FOUR  
GARY FAC**



Mechanized monsters fill this stage. Good climbing skills are needed to kill the boss.

**FACT  
FILE**

**MANUFACTURER**

**ATLUS**

**CART SIZE**

**8 MEG**

**MACHINE**

**SUPER NES**

**NUMBER OF LEVELS**

**5**

**DIFFICULTY**

**MODERATE**

**THEME**

**ACTION**

**AVAILABLE**

**APRIL**

**% COMPLETE**

**85%**

If you're lucky enough to get past the first four stages, you'll have to summon all your skills for the fifth and final stage where the most dangerous of challenges await you. This level's boss has a relentless attack!

# ELECTRIFYING

## SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. Punch-in and get to work because this job will take a real super hero!



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and CHECK it out!



This head bangin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!

**TAITO**  
THE ONLY GAME IN TOWN.

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**SUPER NES**

## How to play Troddlers!

Troddlers requires players to be quick in creating blocks and making them disappear. Be sure to watch the inventory of blocks so that you don't run out of them.

### BUILD



Hold the B Button and pointer in the direction you wish to build a block.

### REMOVE



Hold the B Button and aim the cursor over the block you wish to remove.

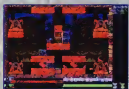
### INVENTORY



Watch the inventory at the right. This indicates how many blocks are left over.



This rather easy level is just a small taste of the challenging levels to come.



The Troddlers have warped to Egypt where the challenges keep growing.



In this level, you not only have to save the Troddlers, but get crystals, too!

## Two game choices!



Pick from four intense games or continue where you left off with a password.

## HOCUS POCUS!

Hocus and Pocus were the guardians of the magical Troddlers, at least before the Troddlers managed to escape through the teleporter door and started running rampant through all kinds of wacky zones and mind-bending mazes.

Troddlers has the option of choosing from various types of games: a war game where Hocus and Pocus guide their little Troddlers and try to kill each other, a team game where Hocus and Pocus team up to save the Troddlers, and a training mode to teach you how to play!

Troddlers have the uncanny ability to walk on walls and even stroll along upside down! To get each of the Troddlers to their exit, Hocus



# TRODDLERS

and/or Pocus must conjure up blocks and strategically place them so the Troddlers maneuver their way to the exit. Be careful because your block supply is limited and there is a time limit, too.

It's a challenging puzzle game that will keep players entertained for hours on end as they try to complete all 175 stages. An important note: Troddlers is mouse compatible!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEIKA	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	175	PUZZLE	75%

# Pull some serious **GEEEEEEZ!**

Defy the skin ripping forces of gravity and soar into Top Gun® Guts n' Glory™, the most intense combat simulation ever to fly Game Boy!

- Unique first person perspective raises realism to oxygen depleting heights.
- Command an F-14 Tomcat, F-16 Falcon, F-117A Stealth fighter or Soviet built Mig 29, armed with cannons and heat seeking and radar guided missiles.
- High risk combat sorties include air assaults and bombing missions over enemy outposts.
- Dogfight one-on-one with the computer, consistently employing tactical and evasive maneuvers in your quest for victory.
- Three difficulty levels plus a special career mode combining increasingly tougher air and bombing raids.
- Each fighter has a unique performance profile with characteristic turning ability, power, ceiling and blackout resistance.
- Win or lose, know what it's like to have the guts to reach for glory.

## KONAMI®



**SUPER NES**

# Rocky RODENT

## BECAUSE HE CAN!

Rocky Rodent is here! Who is Rocky Rodent, you ask? Why, he is the latest speed demon to whiz across the scene on the Super NES! This little rodent clad in only sneakers and a yellow tank top, can run, jump and grow, well, interesting styles of hair! Rocky's hairstyles are his best weapon of attack and they will get him through the game! There are a variety of items that will change Rocky's furry top! Also, when Rocky has obtained one of these styles, he is also given the benefit of being

allowed one hit by an enemy against him. The first hit will take his hairstyle away; the second will cost him a life!

However, Rocky is still formidable even without a hairstyle; his speedy little feet and super jumping ability allow him to pounce on his enemies or outmaneuver them! There are also many sweets and tasty treats along the way Rocky loves to gobble down. Don't be too slow; there is a time limit that will deprive Rocky of one life if it runs out, but, on the other hand, it will reward him if he finishes with time to spare!

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>IREM</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>JUNE</b>
CART SIZE	NUMBER OF LEVELS	THRME	% COMPLETE
<b>8 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>40%</b>

### GET A LOAD OF THESE:

There are several items in each level that either give Rocky points, or valuable power! Some are hidden in presents or cans that must be jumped on!



### SPIKED HAIR



Grow some hair with the spray bottle! The advantages of growing this furry spiked top: you can jump from floor to floor on buildings or structures, smash walls, and spear enemies!

### PONY TAIL



Get whippin' with this pony tail! Once acquired, Rocky can swing from hooks and can whip his enemies!

### MOHAWK



Use this punk hairdo as a boomerang that slashes out at enemies and then returns to Rocky's head!



**SIGNPOST:**  
Tag this item and you can start from this point if you are killed at any time in a level.



**FOOD:**  
Yummies that give points!



**TRASH CANS & GIFTS:**  
Contain food, or valuable hair power!



### LETHAL LEVELS:

#### LEVEL 1: DOWNTOWN



This level is a quick run-through, for there are no bosses to confront at the end! Get used to Rocky's spiked hair power - the only power provided here! It is convenient for moving upward from ledge to ledge! Water pipes are also helpful - they move you up!



1. Use the spiked hair to smash the tan bricks!
2. Armedillo will bar your way - jump or slash them.
3. Water functions as a helpful elevator!

Run and jump over the cars! You can also jump and ride on the cars, but remember - the clock is also running! Move fast!

#### LEVEL 2: SUNSET FREEWAY



1. Avoid bomb-hurling creep!
2. Spear the tires from behind!
3. This boss shoots a machine gun and throws grenades!





ON THE FIRST DAY  
THE LORD CREATED  
LIGHT AND DARKNESS.

SUPER NES

# SYVALION ATTACK FIGHTER



## WILD WEAPONS!

- (1) **Circular Laser**- Spins around the Syvalion at great speeds.
- (2) **Tailgun**- Emits bursts of highly charged energy. Very handy!
- (3) **Missiles**- Spread out over a wide area to inflict maximum damage.
- (4) **Spread Laser**- Powerful laser which provides excellent coverage.



## Churn n' Barn

If you've grown tired of the same old shooters, get set for a radical departure! Earth's last hope rests in the hands, er, *claws* of the Syvalion Attack Fighter! It's your job to pilot this dragon-like serpent through a series of huge mazes in order to save mankind from the Evilonian Empire. To juice things up, Syvalion has the ability to use his fiery breath to destroy the army of enemies which lies in wait.

There are helpful items to aid you along the way. After you destroy an enemy, for example, you can pick up an energy ball which will either give you added points or an extra life segment. Also at your disposal is a large variety of ferocious weapons such as tailguns, missiles, spread lasers and invincibility. (If you're lucky!)

The mazes are quite large so make sure to use the indicator arrows to navigate your way through. The graphics are good, and the bosses at the end of each maze are pretty formidable. If you're looking for a shooter with a twist (literally), give Syvalion Attack Fighter by JVC a try; it'll burn you up!



You can choose from three modes of play; basic, timed and real combat mode!



Use the arrow (circled) to direct you through the many complex mazes.

## Score Tons o' Points!



After destroying enemies, collect the power orbs for lots of extra points and additional health.



## DEADLY BOSSES!



As you are hit, your tail will turn from yellow to red, signaling a loss of energy.

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JVC	SUPER NES	EASY	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	SHOOTER	100%

OVER THE NEXT FIVE DAYS,  
THE LORD CREATED  
THE HEAVENS, THE EARTH,  
THE STARS, THE CREATURES,  
AND MAN.



**LEVEL ONE: THE FACTORY**



**ENEMY TOYS**



To get to the cameras, you must destroy all the enemies in the sector. These foes range from miniature tanks to robotic spiders. Learn their patterns to survive.



**SECURITY CAMERA**

The main objective of most of the levels is to destroy the security cameras strewn about. They are very dangerous, however, as they will shoot lasers out of their eyes. To stop them, you must squirt your water pistol at their eyes to freeze them, then shoot the lens.



**TOYS MAKE GREAT WEAPONS!**

You are a toymaker who must save your father's toy factory from the clutches of your demented uncle who thinks weapons of war make great entertainment. You must retake the factory which is guarded by all sorts of nasty things, like toy tanks, helicopters, paratroopers and cyber-spiders. On the bright side, you can use toys to defeat all the enemies! Pick up strange items, and try to take out the security cameras! Can you stop your uncle before it's too late?

With scenes just like the movie, the game tries to recreate the madness of a toy factory gone awry. A lot of different items to use and colorful cinema displays add to the excitement. If you are looking for fast-paced action and nonstop thrills, try a dose of Toys.

**TOY WEAPONS AT YOUR DISPOSAL.**



**RACE CAR**  
Zips around hitting anything in its path.



**WIND-UP DUCK**  
Waddles around creating havoc on the screen.



**BOWLING BALL**  
Rolls straight forward to hit enemies.



**PEANUT GUN**  
Shoots peanuts out in a straight stream.



**CUSTARD PIE**  
Can be thrown a short distance at aerial objects.



**PIE TIN**  
Throw this forward to peg enemy planes.



**TOY ELEPHANT**  
Charges at the enemies in a random pattern.



**TOMATO**  
Another projectile that can easily kill enemies.



**FOOTBALL PLAYER**  
Charges just like the elephant but more powerful.



**TOY CHEF**  
Like the football player but not as tough.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ABSOLUTE</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>APRIL</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>8 MEG</b>	<b>4</b>	<b>ACTION</b>	<b>100%</b>



ON THE SEVENTH DAY  
THE LORD RESTED.



## MAGNETO HAS RETURNED!

The master of magnetism; Magneto has taken control of the Danger Room. The Danger Room is the training ground of the X-Men, a group of people with mutant powers, not to mention the primary adversary, Magneto. Four members of the X-Men were training in the Danger Room when they lost control: Gambit, Wolverine, Cyclops and Nightcrawler. Finding themselves thrust in a dangerous world of illusions, they must find Magneto and the band of evil mutants to stop them! It won't be easy, as the illusions are so realistic, they can kill! The X-Men will be in strange places such as the Savage Land and the war-torn future!

X-Men features an optional two-player mode, and has seven levels filled with intense action. Each of the four characters has special moves, and are better at some levels than others. The levels are based on famous comic locales, and are sure to please X-Men fans. Even the enemies are here, like the ferocious Juggernaut! If you like adventure that's packed with action, help out the X-Men in their latest adventure!

### ASTEROID M



The secret fortress of the dreaded Magneto!

### WOLVERINE



**NAME:**  
**LOGAN**  
**ORIGIN:**

Very little is known about Logan's past. He is possibly the result of a government experiment to create the ultimate weapon.



Using his special adamantium claws, Wolverine can spin and slice anything in his way.

### GAMBIT



**NAME:**  
**REMY LEBEAU**  
**ORIGIN:**

An exiled member of a thieves' guild, Gambit saved Storm from the evil Shadow King. Since then he has joined the X-Men.



Gambit can build up the kinetic energy in small objects, and throw them with great velocity.

### CYCLOPS



**NAME:**  
**SCOTT SUMMERS**  
**ORIGIN:**

An orphaned teenager, Scott had to face persecution from the other humans. To help him out, Professor Xavier took him in.



Cyclops can shoot beams of energy from his eyes by lifting up his ruby quartz visor.

### NIGHTCRAWLER



**NAME:**  
**KURT WAGNER**  
**ORIGIN:**

Kurt was in Germany being pursued by villagers for a series of murders he did not commit, when he was saved by the Professor.



Nightcrawler has the ability to teleport himself and a few items to other locations.

### X-MEN BACKUP TEAM



**STORM:** Creates a massive storm to kill all the enemies.



**ROGUE:** Uses super strength to annihilate anything in her path.



**ICEMAN:** Creates a massive ice floor to walk on.



**ARCHANGEL:** Throws a spread of poisonous feathered.

## THE SAVAGE LAND

The Savage Land has been recreated by the Danger Room's holographic projectors. It is filled to the brim with many dangers, especially the dreaded Juggernaut and the witch Zaladane! The savages are also against you, along with the occasional pterodactyl.



For an easier time in getting across the dangerous roaring waters, try riding a pterodactyl instead. This way you won't get hurt.



**JUGGERNAUT:**  
This mutant can bulldoze almost anything in his path!

## ZALADANE:

This gal tosses balls of energy, and is difficult to hit.



## THE SHI'AR EMPIRE

Deathbird has overtaken the Shi'Ar Empire from her sister Lilandra. Throughout this level you will be attacked by armored soldiers. About midway you must hijack a shuttle to get to Deathbird. After she is stopped, Lilandra will help you back to the Danger Room.



### DEATHBIRD:

Sister of Lilandra, she will hop around, pelting you with lasers!

### LILANDRA:

She will help you get back into the Danger Room safely.



## HELPFUL ITEMS



### LIFE ICON:

Pick this up if you need more life.



### POWER:

Gives you more mutant ability!



### KEY CARD:

Opens doors and operates machines.

# X-MEN™

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	HARD	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	95%



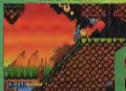
GENESIS



## TWO VIEWS TO A KILL!

There are two different viewpoints to the game. You can play the game from a side-view or top perspective.

### SIDE VIEW



### TOP VIEW



## TAKE AIM AGAINST THE MUTANT HORDE!



Mutants of the evil horde will attack you from every direction. To counter their assault, your tank is equipped with a cannon turret that can be rotated in a multitude of angles. The top-view areas let you aim in any of 16 directions. That's almost 360 degrees of aiming!



### A WAY OUT?

Several doors in each level lead to the way out. You can go through them in or out of the tank. Choose the doors correctly as some of them hide a level boss!



# BLASTER MASTER 2



Find your way to the boss, and the action will be magnified including the size of the characters.

## BLASTER WEAPONS



Pause the game and you can choose a weapon from the select screen.



3-WAY



HONING



LIGHTNING



SHIELD

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GENESIS	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	8	ACTION	95%

## BLAST THE EVIL HORDE!

Mutant horde forces have overtaken the planet and it's up to you to rid the world from their clutches. Strap yourself into a high-powered tank equipped with the most sophisticated weaponry available.

It won't be easy because you'll have to traverse the most dangerous terrain filled with intense graphics and the toughest creatures. Each level is like a maze and you must find the correct path to the end bosses. Eventually, you'll make it to the supreme boss who reigns over the evil mutants.

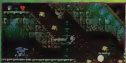
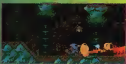




## STAGE ONE

The first level sets you in the middle of the mountains where hordes of evil mutants have made parts of the mountain forest their home. They are ready to attack any intruder who dares to break their peace. Look out for many giant bees and beetles. There are also troops of walking mechs patrolling the forest.

As you move on, you'll fall down into the caverns deep within the mountains where a giant boss guards the domain. After defeating the boss, you'd think you had finished the level, but you must make it through an overhead maze filled to the brim with tanks, traps and a load of pillboxes!



## STAGE TWO

Onto the second stage. Game play in this area is similar to the first, except that you must disembark your vehicle more often to get through certain areas, obtain certain weapons/health, or to face a boss.



## MORE DANGERS TO FACE!

The first two stages are really tough and the next six will most certainly test your skills. There are lava areas with monsters just waiting to get their hot hands on you. Areas loaded with mechs and twisted, maniacal robots are poised to blast you on sight. But wait, there's more! The last boss will attack with reckless abandon so get ready!



# 346,234,568,690,601, HE STOPP



LLL



## LORDS OF THUNDER. ONLY ONE

*Dyn from the heavens comes Lords of Thunder, a frenzied, eight level shooter that will assault your senses and absolutely blow your mind with superior CD graphics and an incredible hard rock CD soundtrack.*

*As Lantis, the only living descendant of the legendary warrior Dyn, you must don his winged armor and square off against Zaggart the Dark One. But first you'll have to blast your way through six stages of beasts, bullets, and other bad seeds. And at the end of every level, you'll meet gigantic and bosses that will make the Devil look like Mother Teresa.*

*Now don't start repenting your sins just yet. Because of advanced*

# 824,999 DAYS LATER, HE'S RESTING.



## THE DUO. BETTER SAY YOUR PRAYERS.

CD technology, you can move in up to eight different directions on the screen, and you'll have eight variations of offensive armor at your disposal.

But if you need proof of this game's superiority, don't just take our word for it. Ask the editors at *Electronic Gaming Monthly*, who gave it the coveted EGM Gold Award. And *GamePro* declares that *Lords* has some of the most awesome graphics ever assembled in one game.

So experience the most advanced CD shooter ever created, *Lords of Thunder*. It's only on the Duo. And prepare to meet your Master.



LEADING THE CD REVOLUTION.

## SPOT: ONE COOL DOT!

Spot's buddies have been kidnapped and are being held captive in 11 different areas. Only Spot can get them back, and armed with his sud-shooting ability and two great legs for jumping, must single-handedly free them! Spot takes the Sega Genesis to new heights with eye-popping visuals! There is a true feeling of three dimensions, supplied by flawless parallax and absolutely no slowdown! Spot is also a marvel to watch: he snaps his fingers, plays with a yo-yo, and takes off his glasses and cleans them when you make him stand still! It isn't always laughs: you must carefully guide Spot through the levels! Why would Spot try to rescue his friends? Because he can!

# COOL SPOT

## SPOT'S MOVES AND OTHER STUFF



**SHOOT:** Spot shoots a stream of bubbles at oncoming enemies! He can fire in any direction!



**SPOT FLAG:** Touch this flag and you can continue from this point in the level if you get killed!



**SPOT JUMP:** Jump up or from side to side!

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>SEGA</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>APRIL</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>12+</b>	<b>ACTION</b>	<b>95%</b>



**CROUCH AND LOOK UP:**

Check above and below by pressing down or up on the joystick! Get the picture?



## SPOT'S LIFE METER

Learn to read Spot's cool life meter, to see how many hits he can take! The Spot picture will slowly peel off its mount. After the sixth hit, it's all over!

0 HITS



1 HIT



2 HITS



3 HITS



4 HITS



5 HITS



6 HITS



DEAD



1



**7-up:** Tag this item for seven dots to be added.

2



**DOTS:** Collect a certain number of these to pass each level.

3



**BOTTLE:** Partially replenishes your Spot meter.

4



**1-up:** This 1-up item will give you another life.

5



**MINES:** Appear only on bonus level; yes, they are "bad."



**SPOTS:** The objective of each level: secure their release! However, if you don't have the dots you can't get them out! Shoot at the lock on the cage to free them...



**CLOCK:** Grab this item throughout each level to get extra time to complete the level.



### LEVEL 1: SHELL SHOCK

This first level takes place on the beach, with many hazards!

- 1) Jump high and grab a balloon! The balloons up here contain many dots you can collect to get to the bonus level!
- 2) Here is your buddy, locked in a cage. Shoot the lock!
- 3) This beach chair has hidden dots in the seat!
- 4) Watch for snapping crabs that emerge from holes in the ground! Wait for them to emerge, and blow them away!



### LEVEL 2: PIER PRESSURE

At the dock, Spot must do his first climbing here!

- 1) Spitting fish abound here. Get even with them, but don't jump near them - or get hit by their spit!
- 2) The rotting sections you can walk through!
- 3) These spiked balls are usually placed at the bottom of ropes, so be careful when you climb to the end of them!
- 4) Another of your buddies - this one is in the far right corner!

### LEVEL 3: OFF THE WALL

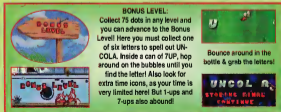
- 1) Watch for hidden dots lurking behind the pipes!
- 2) Mousetraps are helpful only if you jump on their right side!
- 3) Pajama-clad mice will throw cheese at you. However, if you shoot them in midair, they will dissolve!
- 4) And now Spot will free his friend... Oops! Spot didn't get enough dots to finish the level; now he must go back and get the required amount!



### LEVEL 4: WADING AROUND

Go from inflated swimming pool to toy blimps!

- 1) Leap to floating objects, but look for frogs - avoid jumping on them!
- 2) Remember to duck down to see what's below. If you miss a platform or blimp, it's back to the bottom!



### BONUS LEVEL:

Collect 75 dots in any level and you can advance to the Bonus Level! Here you must collect one of six letters to spell out UNCOLA. Inside a can of 7UP, hop around on the bubbles until you find the letter! Also look for extra time icons, as your time is very limited here! But 1-ups and 7-ups also abound!



Bounce around in the bottle & grab the letters!





GENESIS

## AND THE BATTLE RAGES ON...

You are a young fighter who has sworn to take on the evil Rune armies. Travel through strange and exotic lands, while trying to find allies to help you in your quest. The world of Rune abounds with mystery, as creatures of myth are now commonplace. Your battle won't be easy as many of these beings have taken to the darker side. But don't worry, you have the mystical powers of magic to aid you.

This role-playing game combines with military strategy to create an adventure of epic proportions. But only those of stout heart can rise up and conquer the forces of darkness. Are you up to it?

# SHINING FORCE



### OUR HERO

The main character is a master swordsman. After his mentor Varios was murdered by Cain, he has started the Shining Force in hopes of revenge. He is the only warrior who can handle the Sword of Light, hence the only one who can free the world from evil.



### THE MORE INTERESTING PARTY MEMBERS.



**ANRI**  
She is a great magician, and can wipe out enemies.



**GANTZ**  
This guy can take a lot of damage, as well as dish it out.



**GOLPHER**  
This little guy is very strange; don't underestimate him.



**GONG**  
For a monk, he's pretty tough, and a great healer.

### GAIN EXPERIENCE TO ENHANCE YOUR PARTY'S FIGHTING ABILITIES!



Every ten levels your characters can get promoted to a new class!



### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	N/A	RPG	90%

### PREPARE FOR BATTLE!

Battles are a large part of this game, and you need to think out your strategy to survive. The basic rule of thumb is to have your strongest fighters close in on the enemy, with your healers close behind. Station your archers a short distance away, and bombard your opposition. If you have flying troops, use them to surround your foes. Keep this in mind, and you'll survive the toughest foes.



### TOWNS

As you wander through the land of Rune in search of allies, you will encounter a variety of different towns. Each town has shops and other helpful places that are essential to your survival. You can find valuable information or even an addition to your party in some towns! You can also save your game in the towns.

### A ROVING BAND OF GYPSIES!



Battle my forces on the ground and perish!

# G-LOC AIRBATTLE



GENESIS

## Into The Wild Blue Yonder!

Launch into excitement with G-LOC Airbattle by Sega. Try your hand at the three different battle modes while trying to "splash" squadrons of enemy fighter jets.

After completing each level, you are permitted to buy new weapons and system enhancements like three different types of armor, improved bullets and two types of missiles. Use your afterburners to catapult yourself out of dangerous situations, or maintain your heading and try to achieve missile lock and blast your enemies into next Tuesday!

Get out your airsickness bags and strap yourself in for G-LOC Airbattle coming soon for the Sega Genesis!

### 3 GRAVITY-DEFYING MODES!



#### PILOT'S VIEW

The majority of the battles are from the pilot's perspective. Keep an eye on your gauges.



#### REAR VIEW

You will see your plane from the back, as if you were in a chase plane. Watch for enemy fire.



#### AIR-TO-SURFACE

Maneuver your way through the canyon and launch missiles at the targets on the ground.



In each area you are given a quota of enemy ships that you must shoot down. After completing all of the areas in a level, you will get to land your flight on an aircraft carrier.

### BUY MORE WEAPONS!

Light Bullets

Medium Bullets

Heavy Bullets

Air-to-Ground

Air-to-Air

Heavy Bullets

After you complete a level you will get to decide which weapons you will upgrade your fighter with. Each one costs you points from your score. Try to stock up on missiles and bullets. If you have any extra points you can get better armor plating.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	100%

**NOW ON GENESIS!**

# IT'S A KO!

GEORGE FOREMAN'S KO

SEGA

THE GENESIS FLYING EDGE SEGA

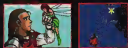
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## PLAY WITH PROS!



GENESIS

At the beginning of the game there is a stage select for the first four levels that lets you proceed in any order. After completing them, you must brave the last four levels which proceed consecutively.



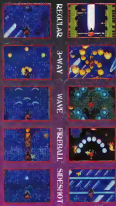
After defeating the boss of the first level, a fairy will help you in your quest to seek out the enemies.



Laden can cast magic straight ahead or right behind.

### MAGIC SPELLS

Hold the fire button and you'll get a super version of the weapon in use.



### HELPFUL THINGS TO GET ON THE WAY



**CHEST**  
Shoot

chests to reveal helpful items you'll need to get through the levels.



**SHIELD**  
Barrier



**MIRROR**  
3 images



**BERRIES**  
Refill energy



**CUP**  
Extra points



**FIRE WORLD**



There are many dangers awaiting our hero in this fantasy adventure! Here are two of the early ones.



**WIND WORLD**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>RENOVATION</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>4 MEG</b>	<b>8</b>	<b>SHOOTER</b>	<b>95%</b>

# ELEMENTAL MASTER

## MASTER THE MAGIC!

Enter a fantasy world ruled by the evil King Gyra. As Laden, the powerful sorcerer, you must destroy the evil of the land and restore the true king to the throne. On the way, a fairy princess will come to your aid.

Use the five magic spells with their superblast effects and devastate the enemies through levels filled with cool graphics and jamming fantasy music tracks. Lead on, adventurer!





## Strike Three!

Baseball fans rejoice! Tony LaRussa Baseball for the Genesis has arrived! This cart is full of the kind of fast and funcoo baseball action that you would expect from one of the most explosive managers in the league!

One thing that really makes this baby shine is the extensive list of options that allow you to revamp almost every facet of the game. Some of these include super fast play action, bullpen, your choice of teams, variable turf surfaces and literally dozens more! In fact, the list of options is so long, you could play this cart a hundred times and never play exactly the same game!

Load up the bases and clear the bench, Tony LaRussa Baseball for the Genesis gives new meaning to the term grand slam!



Swing Batta! All of your vital controls are well-placed and easy to use.



Go to the bullpen for some new talent! Player stats are listed in this handy chart.



You scored a run, congratulations! Load up the bases early in the game to win.

## Lots of Options

With an incredible amount of options to choose from such as stadium type, easily accessed stats, field surface, designated hitters, and tons of team including the All Stars, Tony LaRussa Baseball is a great sports cart!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	N/A	SPORTS	100%	

# Tony LaRussa Baseball

SEGA GENESIS FANS  
**PLAY WITH THE PROS!**



Join it home with NBA™ All-Star Challenge™. Feel the heat with Roger Clemens' MVP Baseball™. It's a KO with George Foreman's KO Boxing™. When you're tired of watching from the sidelines...it's time to Play With The Pros!™

SEGA GENESIS

SEGA GENESIS

SEGA

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GENESIS

# SPLATTERHOUSE 3

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	GENESIS	MODERATE	JULY
PORT SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	6	ACTION	80%

### HURTING ITEMS:



If you drop a weapon, a spirit will pick it up and take it to the "spirit room!"

### HELPING ITEMS:



**HEART:**  
Increases Rick's precious Life Meter.



**BOOK:**  
Collect this item and get an extra life.



**BLUE ORB:**  
Increases your POW (Power) Meter.

### SOME WEAPONS AVAILABLE TO HELP YOU GO SPLAT!

#### BLADE:



Sharp chopper, slice and dice!

#### CLEAVER:



Heavy blade for big chops!

#### BLOCK:



Heavy throwing block!

#### BAT:



Heavy hitter: Hit a homer!

#### 2 x 4:



Heavy board, use to crowd!

## MASK OF THE RED DEATH!

Rick is at it again. This time he must save his entire family - wife Jennifer and son David - from the horrors of the Splatterhouse. Unlike the previous Splatterhouse entry, Splatter-

house 2, number 3 comes at you with better control, more moves, more weapons and eight more megs of power! This 16-Meg masterpiece of blood and guts also features non-linear game play allowing you to go anywhere you want! However, there is a time limit and a loved one's life depends on whether you complete a

floor in a given amount of time! Rick also has improved options: if he collects enough power, he becomes "charged" Rick - a muscle-bound brawler with super strength and a knockout special move! Awesome cinemas also provide chilling atmosphere for the grim story. Get in the house with Splatterhouse 3!

### RICK'S MOVES: NORMAL AND CHARGED!

Throughout the game, there are several Blue Orbs that you can collect. If you have any energy in the POW meter, you can change into Charged Rick. Your blows inflict more damage on enemies, and Rick can perform deadlier moves as well. However, while playing as Charged Rick, his power meter goes down, and if it runs out, it's back to Normal Rick!



**NORMAL:**  
Here are some of the moves Normal Rick can perform!

**CHARGED:**  
Here are some of the moves Charged Rick can perform!



**CHANGE**  
Press charge Button!



**PUNCH**  
Press (what else) Punch!



**HEAD BUTT**  
Hold and Punch!



**CHOKE**  
Hold and press Punch!



**SPECIAL**  
Press Jump and Punch!

### A QUICK GLANCE AT THE STAGES



Complete a room, press start, and you can see the layout of the present floor! The large red "X" marks the spot where the floor boss is lurking! The mask is yours!

#### 1ST FLOOR:



The Boss of this stage giggles and throws biting worms! Tear its head off and its body still rushes at you!

Enemies are easy to beat on this floor, except for the Boss, who has two forms - one headless!

#### BOSS 1:



#### 2ND FLOOR:



#### BOSS 2:

### AMAZING CINEMAS:



# AFTER BURNER III

**FACT FILE**

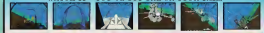
<b>SEGA</b>	<b>SEGA CD</b>	<b>MODERATE</b>	<b>4th Qtr. '93</b>
<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
<b>CD-ROM</b>	<b>12+</b>	<b>ACTION</b>	<b>95%</b>

## MASTER YOUR CONTROLS...



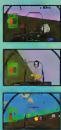
- 1. DAMAGE METER:** Shows damage sustained.
- 2. SPEED:** Shows how fast you are going.
- 3. RADAR:** Shows all upcoming objects.
- 4. ANGLE:** Position of aircraft and direction headed.
- 5. TARGET:** Shows if you're locked onto target.

## "WATCH IT - YOU'VE GOT ONE ON YOUR TAIL!"



## STAGES 1-4:

Air targets are the primary concern in these stages. Lock onto your enemies before they do the same to you! With each passing level, the sun begins to set - keep an eye on your radar to see what is coming! To lock onto an enemy, get him in the white circle until it turns red, then fire away! However, enemy jets can do the same to you and the only way to avoid incoming missiles is to steer past them or outrun them. Use your trusty After Burner!



## STAGE 5:

Welcome to the wonderful world of ground targets! Take out the towers, but keep an eye on the armored ground vehicles - they don't shoot missiles, but fire anti-aircraft that causes much damage! These targets are clustered together - watch the radar!



## TAKE TO THE SKIES!

**SEGA CD**

Take to the skies for intense aerial combat with the Sega-CD flight simulator After Burner III! Flying an F-14 Tomcat, take on ground and air targets like enemy jets, armored vehicles and towers! Armed only with your Vulcan machine gun and missiles that lock onto their targets, it's kill or be killed! You can also increase your speed with your After Burner, or slow your speed with the decelerate function! There are two viewpoints: behind the cockpit and from the rear of your plane, for when you are being attacked or if a missile locks onto you!

## ...AND YOUR WEAPONS:



### VULCAN

Twin machine gun that fire to the center!



### MISSILE

Locks onto enemy targets and destroys!

**NEW ON GENESIS!**

JAM IT HOME!

with GENESIS **FLYING EDGE** SEGA

PLAY WITH PROS!

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DUO

## Detailed Cinemas!



## CHOOSE FROM THESE PLANETS



## AQUARIUM

Build continents by raising land from the oceans.



## STAG NATION

Help civilization evolve into its current state.



## CAMBRIAN ERA

Evolve life among the changing continents.



## MODERN DAY

Deal with today's problems around the world.



## MARS

Terraform the frozen planet of Mars.



## VENUS

Cool down this planet so man can exist here.



## DAISY WORLD

Control the global temperature with flowers.

# SimEarth

I'll give you help during the game. Always listen to my advice, and your planet will flourish!



## ARE YOU UP TO CREATING A WORLD?

If you've ever wondered what it's like to create and maintain a complete ecosphere, here's your chance to give it a try. Seven different types of situations will test your mind. From terraforming Mars to building up a civilization, you can control all the elements crucial to maintaining the careful balance of life. This game is as educational as it is fun, and with the CD voice and sound, you'll be glued to your TV for hours!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.T.I.	DUO	HARD	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	10	SIMULATION	100%	



Most of the game involves using the various menus and stats of the planets environment and life-forms. You can also view the planet in three different ways. The most detailed is the best.



GEOSPHERE



ATMOSPHERE



CIVILIZATION



BIOSPHERE

As the game progresses, the life on the planet gets more complex and you have more and more things to keep track of. Use the models of the geosphere, atmosphere, civilization, and biosphere to monitor the planet's activity. There are also a number of charts and graphs that keep you informed of even more data.



# COTTON

**CAN SHE DO IT?**

**DUO**

Cotton, the witch, loves the little fairy-like Willows. That is why she couldn't resist their call for help when the Willow Kingdom was suddenly overcome by the powers of darkness! Cotton, armed only with her flying broom and magic ability, must fly through several side-scrolling levels, blasting enemies before they blast her! However, a Willow is also along for the flight, and she helps out by also shooting, launching herself at the enemy and even grabbing some shots and detonating them in her hands! Cotton also has super potions that can be acquired, which include a fiery dragon and a powerful blast of lightning! These are ideal for dealing with the tough Mid-Boss and Boss characters lurking in each level! Look for her bombs, too, that can be used by pressing Button 1! Join this plucky little witch for Cotton's crusade and save the Willows from darkness!

## STAGE 1:



### BOSS 1:

Stage 1 takes you through a swamp. The Boss is a giant head that shoots rocks and green fire!

## POWER-UPS: Magic & other items



**GOLD GEM:**  
Gives Dragon Flame



**BLUE GEM:**  
Gives electricity.



**FIREPOWER:**  
Enables you to have more powerful shots.



**LARGE GEMS:**  
Give 2x power.

## STAGE 2:



Stage 2 takes you through the woods! There are two bosses to confront: one is a giant tree, the second is a grim reaper you must destroy limb by limb! Be sure to have magic here!



### MID-BOSS:



### BOSS 2:

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>HUDSON/T.T.I.</b>	<b>DUO</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>CD-ROM</b>	<b>7</b>	<b>ACTION</b>	<b>100%</b>

## COTTON



Flying her trusty broom, Cotton shoots fireballs and can also fire special powers at the enemy! Remember, she can only take one hit!



## POWERS:



**LIGHTNING:**  
Blast of Power!



**DRAGON:**  
Fiery Blast!



These items are located throughout the game, but are limited!

## WILLOW



Willow travels with Cotton and protects her from harm. You can also launch her at the enemy by holding down Button 1, then releasing it!



Willow can grab harmful projectiles and items!



**NOW ON GENESIS!**



# FEEL THE HEAT!



GENESIS

FLYING EDGE

SEGA

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**PLAY WITH PROS!**

## BROOM TOTIN' WITCH!

In this unique shooter for the Duo, you assume the character of a witch, who must fly through several levels of attackers! However, there are several shops along the way you can enter and buy magical items! You can collect dollars to buy such items as you pick up the different colored gems that appear when you shoot enemies! These gems vary in value and availability! There are also Boss and Mid-Boss characters in the levels (some do not have Mid-Bosses, only Bosses) that will do everything to stop you! Be sure and stock up on several weapons and items before taking them on! The screen before each level will give you a glimpse of either a Boss or Mid-Boss!

# Magical Chase

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON/T.T.I.	DUO	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	6	ACTION	100%

### The Weapons Shop

Here are some of the items you can buy!



### In the Money:

Collect gems for money that can be used to buy items!



### Where to Spend it:

When you see the balloon, touch it, and you will be in a store! Use the Magic Wand to select which item to buy! Weapons and other items are available here!



### What to Buy:



## Some of the Levels on Your Journey:



### Sphere 1:

1. This Sphere takes place on a bridge to a castle. Red Box is the Mid-Boss! It attacks shooting tile boxes and swiping you with big ones!
2. The boss first attacks with a wind-up robot; shoot it in the head to make it self-destruct.
3. After defeating the robot, the little imp will attack! Shoot him quickly then get out of the way - he responds by firing giant orbs!



**Sphere 2:**  
1. Through the woods we get several menaces attack here: giant porcupines, teddy bears, and many more pesky enemies!

2. The Mid-Boss shoots peanuts and swarms of acorns! Stay low to defeat it!

3. This Boss has two stages: the first is a tree stump that shoots wood; the second is a Tree-Sorcerer that makes bricks crush you!



### Sphere 3:

- 1 & 2. It is a tight squeeze here: the roof and floor come together throughout this level - don't get squeezed or pinched with the force scrolling!
3. There is only one Boss here! He moves up and down through the pipes, launching red orb!
4. The Boss will stop jumping momentarily to inflate himself and launch rotating giant orbs that circle him, then disperse!





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## GENESIS HARDWARE

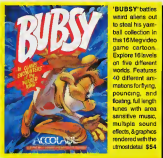
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In 'TazMania' you control TAZ in a hunt for the lost giant seabird egg to make the world's largest omelet. TAZ grows & fuses past 17 levels as he rides waterspouts, skids on ice, and whizzes through mine shafts in a runaway cart. \$52



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NEO-CEO

## THE HEROES RETURN!

It has been quite some time since Joe Higashi and the Bogard boys defeated Geese Howard in his high rise loft. Since then, they have gone their separate ways to hone their already impressive skills. Now, the next King of Fighters tournament has begun, and several new contestants have entered the fray.

Unbeknownst to these eight fearless warriors, a new lethal force has risen in the wake of Geese Howard's defeat. Even now he has been stalking the former World Champions who competed in the last tournament, dispatching each methodically and mercilessly.

In Fatal Fury 2, you take control of any of the eight main warriors as you battle to become the world's strongest fighter. Each combatant is armed with a slew of deadly special attacks which you must learn and master in order to defeat your new and powerful adversaries. After

defeating the main eight warriors, you must face off against four tough bosses!

## ALL NEW FIGHTERS!

Choose any of these buff fighters to reach the top! A second player can even choose the same character and join in!



### TERRY BOGARD

Terry is a fierce martial arts master who enjoys street fighting.



### ANDY BOGARD

Andy, Terry's younger brother, studies the ancient art of Koppo.



### JOE HIGASHI

Joe Higashi is a young Jiu-Jitsu expert with a wicked temper.



### BIG BEAR

Big Bear is the wrestling champion with lethal attacks.



### JUBEI YAMADA

Jubei is a Judo expert that can grab opponents out of the air!



### CHENG SINZAN

Cheng, while round, can pack a wallop with his Belly Blast!



### KIM KAP HWAN

Kim studies Taikwondo and is as egotistical as he is skilled.



### MAI SHIRANUI

Mai has trained in the mystical arts of the Ninja since childhood.

## A POWERFUL EVIL...

Someone is attacking the former champions without mercy! Only a true King of Fighters can deal with this new evil!



# FATAL FURY 2



## HIDDEN ATTACKS!

This special attack for Mai is only usable in her level! Hold down, then press up and punch to spin discs on your enemy!

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SNK	NEO-CEO	HARD	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
106 MEG	12	FIGHTING	100%

# **HERO**

**ILLUSTRATED**

**PREPARE  
YOURSELF  
FOR A NEW  
BREED OF  
MAGAZINE**

**COMING THIS JUNE FROM THE  
PUBLISHERS OF *EGM!***

NINTENDO

## WHEN YOU'RE HOT, YOU'RE HOT!

In a faraway land there is a place called Coolmint Island. It was once peaceful, but that was before the evil Fire Wizard came. With his armies of flame he has taken over the island. You have been chosen by the elders to defeat the fire beasts. To aid in your quest you are given a magic wand. With this wand you can create and destroy blocks of ice.

Eight worlds filled with puzzling fun await you! The game also has an edit mode where you can create your own puzzles. Can you vanquish the fires that threaten?

### COOLMINT ISLAND



### COOL EDIT MODE



With the edit mode, you can customize your own levels!



It's a lot of fun to see how well you do on the puzzles you create.

## HERE'S A SAMPLE OF HOT STRATEGY!



1. Start out by destroying the block in the upper right-hand corner. Fall and then push the block left one space.
2. Climb over the two blocks and push the next block to the left.
3. Climb to the upper left corner and push the block at the top over and destroy the block underneath it.

4. Fall down the hole and blast the block that is in the wall on the far left. 5. This causes the large block of ice to fall and will get rid of all the flames on the bottom for an easy victory.

## THINGS YOU'LL FACE IN YOUR QUEST!



### POT

Turns to flame when flames are dropped on it.



### ICE BLOCK

Can put out flames, and make bridges.



### HOT POT

Melts ice dropped on it, and burns you to a crisp!



### STONE

Can extinguish flames, and withstand heat.



### ICE LEDGE

Ice frozen to a brick will provide a ledge.



### FLAMES

These little buggers are what you have to kill.



### BRICK

An unmovable, unbreakable obstacle.



### TUBES

Use these to slide to a different location.

# FIRE 'N' ICE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECMO	NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	250	PUZZLE	100%

# Have A Brawl!



Doomsday Warrior brings outrageous fighting action to the Super Nintendo Entertainment System. Take on the Doom Squed in a fight to the finish or challenge a friend for a head-to-head all out brawl. Either way, pump up your skills and prepare for battle. Can you discover the 15 secret attack moves? If not, it could spell your doom.

Become one of seven fearless fighters and save Earth!

**Bring a friend and have a brawl!**

**RENOVATION**  
GAMES

Renovation Products, Inc. 4888 Old Peninsula Dr., Suite 208 Santa Clara, CA 95054

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NINTENDO

## LINCOLN HIGH SCHOOL ICE RINK



If you pound someone on the ice too often, you'll wind up out of the game.

### SPECIAL TEAM UNIFORMS!

You will be able to wear a team's uniform if you beat them!



### COLD STEEL, HOT BLOOD!

Crash is back with his buds to take on the rival gangs again. This time around, the boys have decided to settle their differences by playing hockey. Like all the gang activities, this one is steeped with violence. Eight gangs will go at it head-to-head to prove who is the best. Five different rinks, along with special moves set this cart above most NES hockey games. Each team has their own personality, and with the radical two-player mode, you can challenge your friends. If you go in alone, the computer gets really tough. One of the best NES hockey games ever!

## CHOOSE FROM EIGHT TEAMS!



### Southside High

Your basic team to start with. Just average.

#### Special Move:

Super Punch



### Jefferson High

A tough team of army soldiers. Watch out!

#### Special Move:

Super Punch



### Grace High

These girls are quick on the ice and they hit hard, too!

#### Special Move:

Super Punch



### Sprague High

Samurai with an attitude, these guys use swords!

#### Special Move:

Samurai Power Wave



### Wilcox High

These baseball players can bat the puck at light speeds.

#### Special Move:

Super Punch



### Lincoln High

For a hard battle on the ice, these guys are nasty.

#### Special Move:

Mega kick



### Washington High

Football fans will like this hard-hitting team.

#### Special Move:

Fap Kick, and Suplex



### Thornley High

The ultimate team. Superior in every way.

#### Special Move:

Psycho Punch



# CRASH 'N THE BOYS ICE CHALLENGE

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECHNOS	NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	SPORTS	99%

# Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA

RENOVATION  
REARVIEW

Renovation Products, Inc.  
1600 E. Washington St., Suite 200  
Santa Clara, CA 95050

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DIAMONDS  
ARE A  
DUCK'S BEST  
FRIEND!

Scrooge McDuck is off on another quest to find lost treasures around the world. Armed with his nasty cane, he can pogo through almost everything. He won't be alone, though: Huey, Dewey, and Louie are out there to offer advice. Even Launchpad is offering his help.

The play techniques are almost exactly the same, with only the special ability to pull items added. This cart is graphically superior to its predecessor. There are many mysteries in each level as well as the hidden world of Atlantis that you must discover on your own!



After completing a level you will go to the item shop where power-ups are sold.

## MASTER THESE GREAT TECHNIQUES TO WIN!



### CLIMB

Climb up ropes, chains, and vines.



### HANG

Use your cane to hold onto loops.



### HIT

You can break or hit blocks off the screen.



### POGO

Use this to kill enemies and break blocks.



### JUMP

This move is self explanatory.

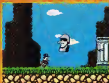


### TUG

Using your cane can pull blocks.

# DUCK TALES 2

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	NES	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	6	ACTION	80%



## ANCIENT RUINS

Who knows what secrets lie deep beneath the ocean's depths? A world of mystery is here for you to explore. Is the greatest treasure on Earth here? Or could it be the deadliest foe imaginable? The boss is a giant rock warrior who must be hit with rocks, then bounced upon.



## EGYPT

The pyramid holds many secrets. You can find the Treasure of the Nile and King Khufu's Knife. Both are well hidden. A word to the wise: try walking through some of the walls.



You'll get a surprise! The boss is a pharaoh who likes to peg you with lightning bolts.



## BERMUDA TRIANGLE

Pirates have taken over a ship deep within the Bermuda Triangle. A lot of obstacles stand in your way, from cannons to vicious pirates. The boss has a hook with which he will cut you to ribbons. Eventually you will have to come back here to fight the sinister Glumgold duck.



## MAP OF THE WORLD



You can select any level you want to begin on. We recommend starting on Niagara Falls. There are five treasures you must find in the levels before completing the game.





S-NES PREVIEWS • STRATEGIES • MAPS • TRICKS  
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# SUPER NES BUYER'S GUIDE

## EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

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Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3*: The Alien Wars and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

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SNES8

**GENESIS**  
32 BIT CARTRIDGE

**MARVEL™**  
COMICS

# X-MEN™

**JOIN THE #1 MARVEL™ COMIC TEAM -- AND HIT T.V. STARS -- AS THEY FIGHT THE FORCES OF EVIL IN THIS ACTION PACKED GAME FROM SEGA™!**

## WOLVERINE:

Wolverine (Real Name: Logan)  
Wolverine's skeleton is reinforced with unbreakable adamantium and razor-sharp claws.

## CYCLOPS:

Cyclops (Real Name: Scott Summers) has the ability to project beams of force from his eyes, and is often considered the first X-Man.



## NIGHTCRAWLER:

Nightcrawler (Real Name: Kurt Wagner) is an acrobat of German descent. Nightcrawler's mutant ability to teleport has only heightened his stylistic fighting abilities.

## GAMBIT:

Gambit (Real Name: Remy Le Beau) Gambit's weapon of choice is a simple deck of cards which he charges with kinetic energy and throws at his enemies.

# THESE TO



**G A M B I T**



**C Y C L O P S**

**WITH 9 X-MEN CHARACTERS!**

**AWESOME 1 OR 2 PLAYER ACTION!**

# PRIZES

## RULES & REGULATIONS:

### NO PURCHASE NECESSARY

1. To Play: Complete all the rules, collect magnets and display the 30-second phone-in prize X-Men on the '90-80 Sega Genesis System. Take a picture of the last screen and mail along with the completed Prize Form (including name, address, city, state, zip code, and phone number) to: X-Men Contest, P.O. Box 302, Amityville, NY 11701
2. If you do not have a Sega Genesis or an X-Men cartridge, write or draw "X-Men" on a 3 x 5 cardstock. Be creative! Mail along with the completed entry form or add your name, address, city, state, zip code, age and phone number on a separate postcard and mail to the same address above.
3. All entries must be mailed and postmarked between August 18 and May 15, 1992. Only one entry per person. No liability is assumed for lost, late, stolen, misdirected or illegible mail.
4. Random drawings will be conducted from all qualified entries received, by 2:00 p.m. EST, on an independent judging organization whose decisions are final on all matters relating to this game. Drawings will be conducted from among all qualified entries received. Odds

- of winning Prizes are based on the total number of qualified entries received.
5. Prizes: (1) Grand Prize - Choice of any five (5) Sega cartridges, a Super CD System, a Sega Game Gear Core System, a Marvel Masterworks X-Men Collection (3 Volume Set), X-Men Comic Book Assortment, an X-Men Board Game, and 2 X-Men Videos; "Enter Magically - Genie Prizes!" Approximately Retail Value: \$750.00. (15) First Prize Prizes: Choice of one (1) Sega cartridge, a Sega Game Gear System, a Marvel Masterworks X-Men Collection (3 Volume Set), X-Men Comic Book Assortment, and X-Men "Enter Magically" World Tour. Approximately Retail Value: \$519.00. (50) Second Prize Prizes: X-Men Comic Book Assortment and a Sega CD Prize. Approximately Retail Value: \$29.00. Only one prize per family or household. All prizes shall be insured.
6. Winners will be notified by mail, and may be required to sign an affidavit of eligibility and release within 14 days of the date of the notification letter for prize may be forfeited and alternate winner may be selected at random. Prizes are non-transferable and substitutions or cash equivalents are not allowed, other than what may be necessary due to unavailability. Entries are the property of Sega of America, Inc. and will not be returned. All state and federal

# GUYS PLAY WIN!

# ENTER AND WIN!



**NIGHTCRAWLER**



**WOLVERINE**

# ZES!

## HERE'S HOW TO WIN:

- Play X-Men on Sega Genesis – Destroy Magneto AND his diabolical plan!
- Take a picture of the very last screen. (See screen shot below for last screen.)



- Fill out the Entry Form on the bottom of this page.
- Send both the picture AND the Entry Form postmarked between March 15 - May 15, 1993 to:  
**X-Men Contest**  
c/o Little & King Company, Inc.  
P.O. Box 365  
Amityville, NY 11701

## OR:

- Write "X-Men" on a 3 x 5 postcard. Also include name, address, city, state, zip code, phone number, and age. (Be Creative!)
- Send the 3 x 5 postcard, postmarked between March 15 - May 15, 1993, to the above address.

## GRAND PRIZE!

- 5 SEGA Cartridges of your choice
- SEGA CD
- SEGA Game Gear Core System
- Marvel Masterworks X-Men Collection (3 volume set)
- X-Men Comic Book Assortment
- X-Men Board Game
- 2 X-Men Videos: "Enter Magneto", "Deadly Reunion" seen on Fox Kids Network

## 15 FIRST PLACE PRIZES!

- 1 SEGA Cartridge of your choice
- SEGA Game Gear Core System
- Marvel Masterworks X-Men Collection (3 volume set)
- X-Men Comic Book Assortment
- X-Men "Enter Magneto" Video Tape seen on Fox Kids Network

## 30 SECOND PLACE PRIZES!

- X-Men Comic Book Assortment
- SEGA T-shirt

of laws, if any, on the responsibility of the individual winner(s). By submitting an entry, we warrant) agree to allow use of our name and likeness (used for advertising this promotion without compensation.

7. The sweepstakes is open to all residents of the continental U.S., including its territories and possessions, military installations, Employees and their families of Sega of America, Inc., Electronic Gaming Monthly, Random Publications, Island Genesis, Little & King Company, Inc., their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each are not eligible. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply.

8. For a list of winners don't a stamp-it, self-addressed, legal size envelope to Sega Winners (X-Men Contest), c/o Little & King Company, Inc. 143 Broadway, Amityville, NY 11701. Request must be received by July 15, 1993. Please do not put Sega for a list of winners.

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## X-MEN GRAND PRIZE DRAWING ENTRY FORM

Name \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Phone \_\_\_\_\_

Age \_\_\_\_\_



CRIMINAL MINDS

Put  
the  
pedal to  
the metal!

Get ready for some serious racing, GameBoy-style. Race Drivin' has all of the goodies that you'd expect from a great racing cart.

You can pick from three different types of cars, each with its own distinctive characteristics. Some have manual transmissions, and others are fully automatic. Also, you can

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	THQ	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	3	RACING	100%	



On the Stunt courses, you will have to compete against some ruthless drivers!



Being in too much of a hurry can get you into trouble. Get to know each course!

# Race Drivin'



choose from three kinds of courses each one with its own unique challenges! Some of the courses will have you going over ramps and into huge loop-de-loops!

Try Race Drivin' for the GameBoy and experience the big thrills of the arcade in a little package!



Try to have enough speed built up when approaching a loop, or you'll crash!



Be very cautious on the ramps and try to hit them while going perfectly straight.

## THREE TYPES OF CHALLENGING COURSES!



### AUTOCROSS

A challenging race against the clock. Cross checkpoints to get added time!



### STUNT

Race against other drivers over ramps and loops! This one is a real challenge!



### SUPER STUNT

A twisting nightmare of loops, ramps, and tunnels. Only the best drivers will survive!

## Choose different cars and transmissions!



### Sportster

(Auto and Manual)

A very quick yet maneuverable car designed for quick acceleration and precise handling. Good for novices because of auto trans.



### Speedster

(Manual)

Built for pure, unadorned acceleration and speed. Some handling has been sacrificed to give this speedy car unmatched power.



### Roadster

(Manual)

A real "driver's car." Ultimate control and handling, with mediocre speed. Top speed is not as impressive as the other cars.

# JOIN THE MARVEL DREAM TEAM!

Swing into action with three hot new Spider-Man® video games! Team up with The X-Men® for a non-stop challenge in ARCADE'S REVENGE™ for Super NES™... dis-arm Dr. Octopus™ evil plan in RETURN OF THE SINISTER SIX™ on NES™... and end Carnage's™ reign of terror in the incredible SPIDER-MAN™ 2 for Game Boy™. It all adds up to action so exciting—you'll be climbing the walls.



END CARNAGE'S  
REIGN OF TERROR



YOU'RE IN FOR  
A SHOCKER,  
WEB-SLINGER



OUTRUN THE  
RELENTLESS  
DOOMBALL



STOP JUGGERNAUT'S  
RAMPAGE



BLAST MASTER MOLD  
WITH OPTIC BEAMS



ALSO ON  
GAME GEAR!



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**Crimes To Do Today**

During the quest for human domination, cinemas will highlight your plight in the Neanderthal wilderness and will show you when something special has occurred!

**do NoT BecOMe DiNo cHoW!**



Some residents of the past want to eat you for dinner!

**LEARN THE TRICKS OF THE TRADE!**



As you learn skills or do specific tasks, cinemas will highlight your progress!

INTRODUCING...  
**THE HUMANS**  
You've NEVER SEEN ANYTHING LIKE THEM...

**ROCK WITH ONE STRANGE SPECIES!**  
Thus, the humans were born. Debuting on



almost every system, Gametek will soon convert this cart over to the portable scene! You are in control of the destiny of the human race, so you must guide it through the past or we won't exist!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>GAMETEK</b>	<b>GAMEBOY</b>	<b>HARD</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>2 MEG</b>	<b>30</b>	<b>PUZZLE</b>	<b>100%</b>

**HELP THE HUMANS BECOME THE TOP RACE SO THEY CAN EVOLUTIONIZE!**



To start with, you need to get the spear at the top of the right ledge.



Now that you are armed, you need to get the torch to burn obstacles.



Your idol has been stolen! Time to set your skills to get it back!



Learn to stack your humans here so that you can reach higher places!



By using the spear as a pole vault, you will be able to get to the torch!



Now you need to use all three skills learned previously to help you out!

**CHOOSE THY TOOL**

**THE SPEAR THAT IS PERS!**



The spear can be used to fling users across the many hazards!

**LIGHT THE WAY WITH THE TORCH!**



The torch can burn down small trees and other annoying obstacles.

**CLIMB TO SUCCESS WITH THE ROPE!**



Use the rope to get your buddies out of holes and raise them to a higher place.

**SCOPE OUT FOR A FRIEND IN LEVEL SIX!**



Many dangers stalk the Neanderthal grounds. Make sure that you know how to use your weapons effectively in order to survive the terrors of the land.

# Master the GAME

**\* SPECIALS \***  
*Titles on Special  
 are listed in Bold Print*  
*While they last...*

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CRIME CENAR

COOL  
CINEMAS  
TELL THE  
ADVENTURE!



# MICK & MACK

As  
The

# GLOBAL GLADIATORS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GAME GEAR	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	12	ACTION	90%	



## TIME TO RECYCLE!

There are several of these McDonald icons scattered throughout the levels. If you find a certain number of them in any level, you will be transported to the bonus level where you must catch falling litter and recycle it in the correct bin. Only one piece of litter may be carried at a time. The level's over when a piece of litter comes to rest.



## BIG MICK AND MACK ATTACK!

Help! The world is being polluted with green slime. Large gook and gunk machines are spreading them everywhere from the cliffs to the cities to the polar regions.

But never fear, (drum roll) Mick and Mack are here! Take on the role of one of McDonaldland's kid heroes and rid the world of the green slop. Armed with a powerful ecology-saving Super Soaker, you venture through large areas filled with mutated creatures and harmful pollutants.

The graphics of this GG version are not as good as its 16-Bit cousin, but the entire game is solid. Fans of the Genesis cart will be impressed! Time to clean up the dirty mess!

## SLIME WORLD LEVEL ONE

Each stage in the game is huge with lots of places to explore. Make sure to check every possible location for 'M' icons to get to the bonus level. There are also hidden platforms. The map to the left is about 1/5 of the entire screen.

## OH, THE THINGS I CAN DO!



### READY, AIM, FIRE!

Global gladiators are armed with the best equipment to help save the ecology of the world. Their Super Soaker can be aimed in any of three directions: up, straight or down. This lets them shoot from a safe area.



### LOOK BEFORE YOU LEAP

Hold up or down if you need to see what's right above or below.



LOOK UP

LOOK DOWN





# SINK YOUR TEETH INTO THIS DEADLY CHALLENGE!

BRAM STOKER'S



## 5 GRAND PRIZES

- Complete Sega CD System
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Send your name, address, age and phone number on a 3x5 postcard to:

### DRACULA CONTEST

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Contest Rules: All entries must be received by May 10, 1993. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Scepter Publishing Group, Inc. or Sony Imagesoft and their affiliates are ineligible to enter. Scepter Publishing Group, Inc. or Sony Imagesoft reserve the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by Sony Imagesoft and Scepter Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand (\$700), First (\$60), and Second (\$5).

# STREET FIGHTER

A vibrant, action-packed illustration for a Street Fighter comic book cover. At the top, the title 'STREET FIGHTER' is written in a large, bold, yellow font with a red outline. Below the title, the character M. Bison is depicted in a purple cape and red hat, with a menacing expression, his right hand glowing with a fiery red and yellow energy. In the center, Ryu is shown in a dynamic pose, wearing his signature white gi with blue trim and a red headband, his right fist clenched. To the left, Ken Masters is shown in his red gi, and to the right, Guile is depicted in his blue military uniform and red boxing gloves. In the background, Chun-Li is visible in her blue qipao. The background is filled with bright, fiery energy effects. A yellow starburst graphic in the bottom left corner contains promotional text. The Capcom logo is visible in the bottom right corner.

**EGM EXCLUSIVE!**  
**PART 1**  
**OF A**  
**2 PART**  
**SERIES!**



DRAGON PUNCH!

UGH!

WRITER: LEN STRAZEWSKI  
PENCILLER: DON WILLISMAN  
INKER: JEFF WHITING  
LETTERER: TIM ALDRON  
EDITOR: TOM MASON  
Based on the Best-Selling  
Video game by CAPCOM USA!





POW POW POW POW



STOP IT!



STOP IT NOW!

SMASH!



WHY MUST YOU HUMILIATE ME?



DON'T BE TAKING THAT TONE WITH THE BOSS, SAGAT.



OR, I'LL HAVE TO BE TRIMMING YOU DOWN TO SIZE.

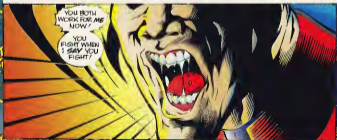
HOW DARE YOU SAGAT ROG!



FOR TEN YEARS, I REIGNED SUPREMACY IN THE WORLD ARENA!

K.O. POW!









YOU ARE AN EMBARRASSMENT TO MY ORGANIZATION WITH YOUR CONSTANT SQUABBLING! YOU ARE SUPPOSED TO BE STREET FIGHTERS, NOT CHILDREN!

YES SIR.

MASTER, WHY MUST I BE SUBJECT TO THIS HUMILIATION? IF YOU WERE HERE NOW, I'D--

SILENCE!



I HAVE TAKEN YOU INTO MY CRIMINAL NETWORK, BUT YOU HAVE NOT REDEEMED YOURSELF IN MY EYES.



IF YOU WANT MY RESPECT, YOU MUST EARN IT!

YOU MUST DEFEAT RYU AND REGAIN THE STREET FIGHTER CHAMPIONSHIP.

YOU MUST DESTROY HIM!



YEAH, FROM A DISTANCE!

BUT HE WILL NOT FIGHT ME, I'VE CHALLENGED, THREATENED.



IN YOUR DREAMS.

AFTER RYU, YOU WILL BE NEXT.



RYU IS HUMAN. HE HAS FRIENDS. THE BEAUTIFUL CHUN LI AND KEN HIS AMERICAN COMRADE!

# EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

## NEWS

### World's First Ever Tie-Dye Container

Ben & Jerry, famous for their eccentrically named but wonderfully delicious ice cream, may have outdone even themselves.

Their new flavor, Wavy Gravy, is set to debut this Spring in the world's first ever tie-dyed ice cream container.

Named after Hugh



Romney (aka: Wavy Gravy) the clown prince of the Woodstock generation, the flavor is a blend of caramel-brazil nut ice cream, caramel fudge, chocolate chunks, and toffee crunch tidbits.

Wavy Gravy joins other famous Ben & Jerry's flavors such as Cherry Gerols and Chunky Monkey.

## Hare Jordan Humor

Unless you've been living in a cave, you've seen the Nike "Aerospace Jordan" commercial, which debuted during the Superbowl telecast on January 31.

In the commercial, Nike introduced the new Air Jordan basketball shoes. Unfortunately, the sneakers aren't as cool as the 90-second spot.

More interesting is the commercial itself, which features Michael and Bugs going to Mars where they take on Marvin the Martian and his team of goons in a

game of basketball.

Besides, who cares about the shoes, the commercials are hilarious.



The question of the day... "Which one of these two is more famous - Bugs or Nike?"

## Street Fighter Comic Arrives

For those who still can't get enough of Ken, Chun Li and the boys, you can now follow them in their very own title from Malibu Comics.

The hottest video game of the '90s is now poised to become the hottest comic of the '90s.

Although EGM readers get an exclusive preview of the title in this issue, the regular series kicks off in May.

The series will be written by Len Strazewski, one of the star writers of Malibu's Ultraverse, and illustrated by hot newcomers Don Hillsman and Jeff Whiting.

Malibu and Capcom USA, the game's U.S. distributor, are working on a number of promotions, including a contest to give away two free Street Fighter 2 arcade games.

Worldwide, the Street Fighter 2 game has sold more

than 50,000 arcade units in an industry where 3,000 units qualifies as a hit.

Even more staggering, Capcom has sold more than 3.5 million home video cartridges for the Super Nintendo.

Street Fighter's popularity and huge financial windfall rivals that of Pac Man and is being touted as the entertainment phenomenon of the '90s.

"The Street Fighter comic will be absolutely action-packed, just like the game," Strazewski said. "I'm writing the story to appeal to both comic fans and video game players."

See Ken's devastating "Dragon Punch!" Watch the temperature rise as Chelsin incinerates his opponents with his mystical "Yoga Flame." And witness cracking spines when Zangief smash-

es his victims into the pavement with a "Spinning Pile Driver."

In issue #1, Bison issues a challenge to Sagat - destroy Ken to lure Ryu into the world arena for a fight to the death.

Strazewski said, "We'll see a brief flashback to an earlier Street Fighter tournament in which Ryu defeats Sagat."

The first storyline will involve Sagat's revenge against Ryu, and will be bloody." Strazewski even hated that one of the World Warriors may not survive the series!

According to Creative Director Tom Mason, "This is not your average game and with the comic, we've jacked up the action and violence to incredible levels."

Both Mason and Strazewski have been working with Capcom to reveal heretofore unknown secrets about the various fighters.



## CARDS

# One Tough Ticket

For the lucky few who were able to attend this year's star-studded NBA All Star festivities in Salt Lake City from February 18 through 21, Fleer Corp. helped make it even better.

As presenting sponsor of the NBA Jam Session, Fleer distributed 12 highly collectible 1992-93 Fleer Ultra Basketball card "tickets."

The top two-thirds of each ticket consists of a premium Fleer Ultra trading card with a photo of one of six Utah Jazz players: Karl "The

Mallman" Malone, who officially hosted the Jam Session, Mark Eaton, David Benoit, Jeff Malone, Tyrone Corbin, and John Stockton. The bottom third of the card/ticket served as the ticket stub, and lists the date and time of admission to the Jam Session.

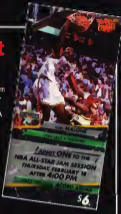
During the Jam Session, dubbed, "The first ever interactive basketball festival designed specifically for fans," attendees had the opportunity to participate in a number of basketbal-

l-themed challenges.

Activities included:  
 •A dunking exhibition from the most outstanding amateur dunkers in the U.S.  
 •Current and former NBA coaches gave hands-on advice to kids on how to improve their hoop skills.

•A slam dunk contest for kids from three different age groups.

•A celebrity slam dunk exhibition that included stars such as Charlotte's Larry Johnson and Utah's Malone.



## TELEVISION

# 'Toons Taking Over the Tube?

Now that The Simpsons has established acceptance of animated programming during prime time and Disney's Aladdin recorded the biggest profits ever for an animated feature film (currently more than \$185 million), the entire animation industry appears on the verge of a boom.

An unprecedented number of animation distributors are readying syndicated programs in hopes that the public appetite for animated fare remains strong.

Group W Productions and Fred Wolf Films, for example, hope their new series, "The New Adventures of Speed Racer," follows in the webbed footsteps of their smash hit "Teenage Mutant Ninja Turtles."

Universal Cartoon Studios, known for their hit series such as "The Transformers," "Ghostbusters," and "Muppet Babies" has been developing

Beethoven, which is based on the popular Universal motion picture. The studio is also launching Exosquad, a half-hour futuristic action adventure series that seems to combine elements from each of their previous hits.

Meanwhile, Hanna-Barbera, responsible for timeless 'toons such as The Flintstones, The Jetsons, and Yogi Berra, is offering two new series for syndication - 2 Stupid Dogs, and SWAT Kats.

At Warner Bros. Studios, where officials are still basking in the considerable glow of Batman: The Animated Series' success, Steven Spielberg Presents Animaniacs is being prepared for a Fall '93 release.

With such exciting titles ready for release and many more on the way, the future of "toons looks as bright and shiny as Homer Simpson's bald yellow head.

## EA Sports a Hit at Superbowl

EA Sports presence was almost as dominant as the Dallas Cowboys of this year's Superbowl festivities in southern California.

From the authentic EA Sports Studio to the NBC Pre-Superbowl show that featured O.J. Simpson and Mika Ditka playing John Madden Football, EA Sports

was among the most visible and appealing in the glut of Superbowl sponsors.

NFL celebrities including Warren Moon, Howie Long, and Ronnie Lott visited the studio which was hosted by EA Sports official announcer Ron Barr.

Many stars admitted to being fans of EA Sports.



EA Sports was a commanding presence at this year's Superbowl festivities.

Pictured above are Jonathan Taylor Thomas and Zachary Ty Bryan of the hit show Home Improvement. At left is future NFL-all-star Ronnie Lott chatting with Ron Barr of the EA Sports studio.



# Marvel Celebrates Spider-Man Milestones

Even though he is celebrating two significant milestones in his long and colorful history, Spider-Man is in the fight for his life against the New Enforcers in a special 48 page 100th issue of Web of Spider-Man. The special 48 page issue, packaged in a special holographic web patterned cover, introduces the brand new Spider-Armor.

Following their introduction in Web of Spider-Man #99, Spidey faces the power of the New Enforcers, a myste-

rious new criminal group whose ranks include the likes of Dragon Man and Super Adaptoid.

In addition, Web #100 also features the conclusion to the long running storyline involving Bloodrose and Richard Fisk.

Some shocking events wrap up the storyline including the revelation as to just who "Alfredo" really is. And no, it's not the guy for whom the Fettucini dish was named.

All this adds up to a

major battle for our favorite web-slinger and results in him returning to his scientific roots to develop some very special protection.

Using his web formula as a basis, Peter Parker develops his new "Spider Armor" to give him an edge against not only mob bullets, but the power of the New Enforcers.

To commemorate another milestone in Spider-Man's illustrious career, Spectacular Spider-Man features the ultimate showdown between Spidey and the Green Goblin.

The 48 page special edition pits Peter Parker against his best friend Harry Osborne in an action-packed final confrontation.

The issue also marks a major turning point in the life of Peter Parker, and the tragic death of an integral Spider-Man character.

Spectacular Spider-Man #200 opens with Spidey returning from his battle with the X-Men only to find that Harry has escaped from captivity and is roaming free as the Green Goblin. Spidey realizes that he must find and stop the Goblin and put an end to this ongoing conflict once and for all.

But Parker is torn by the inner conflict he faces in tracking down this villain. After all,

Harry is Peter's best friend and Peter feels that

his exhibiting the Green Goblin persona is a sickness that can be cured. Although hanging out in blue and red long underwear and swinging from building to building isn't exactly normal, either.

Spidey's concern for Harry's welfare is maddled by the fact that the Goblin is a dangerous threat not only to the public, but specifically to Parker and his friends and family since Harry knows that Parker and Spider-Man are one and the same.

Harry, on the other hand, is filled with nothing but a desire for revenge on his best friend for what he feels was Parker's deliberate destruction of his life. The result is a violent and final battle between two people who are both ultimate enemies and best friends.

To top all this off, the resulting death of a major character will prevent this issue from providing any happy endings.

With both comics shipping in March, comic book fans have the opportunity to acquire two issues that are certain to become hot collectibles in years to come.



# Turtles Lead Pack of Spring Movies

Led by the return of the Teenage Mutant Ninja Turtles, this Spring's crop of movies is far from ordinary. With films set in such exotic places as feudal Japan and the Kalahari desert, the usual Spring doldrums give way to some real adventure.

After a winter where the two biggest blockbusters were youth-oriented movies - Aladdin and Home Alone 2, Hollywood continues to roll out high profile feature films aimed at kids.

The long-awaited third movie starring the Teenage Mutant Ninja Turtles: The Turtles are Back...In Time leads the pack, with a nationwide debut March 19 in 2,000 movie theaters.

With a massive marketing campaign including 90-eps with New Line Cinema, Burger King and Playmates Toys, Michaelangelo, Leonardo, Donatello, and Raphael should keep box offices ringing during the usually dormant Spring season.

Mark Freedman, President of Surge Licensing, Inc., the exclusive worldwide licensor of the Teenage Mutant Ninja Turtles, said "it will be Turtles 3 in 1993," noting that "approximately \$50 million in advertising is lined up to support the movie."

Turtles 3 was kicked off at Toy Fair in early February in New York City.

Freedman disclosed some secrets about the PG-rated storyline, "Time travel will play a key role in the adventure of Mega-Stars Michaelangelo, Leonardo, Donatello, and Raphael. The movie has a compelling plot, set mainly in Feudal Japan, spellbinding special effects and breathtaking action sure to appeal to children and adults alike.

Although Freedman wouldn't go into further detail, EGM has learned more facts about the imaginative storyline. Reporter April O'Neil unknowingly activates a magical scepter that enables time travel. Before she can say cow-abunga, she's whisked back 400 years to 17th Century Japan.

Never ones to leave a damsel in distress, the fearless foursome find the scepter and are off to rescue April and do battle with the evil warlord Norinaga. A \$21 million production budget ensured elaborate sets and authentic costumes. Warlord Norinaga's sprawling courtyard and cas-

tle, for example, was built from the ground up. And an authentic Japanese village complete with bamboo fences and thatch-roofed huts was constructed on a wooded hillside.

To recreate the misty hills and rolling countryside of Feudal Japan, Turtles 3 was shot in Astoria, Oregon.

If watching the nunchuka-swinging quartet on the big



The TMNT 3 movie, set in Feudal Japan, opens in theaters nationwide March 19 amid a \$50 million advertising blitz.



Disney's A Far Off Place follows the adventures of two 14-year-olds in a quest across the desert.

screen isn't enough, they'll be almost everywhere else anyway courtesy of tie-in promotions including action figures, comic books, bookmarks, stickers, posters, trading cards, clothes, coloring and painting kits, sports bottles and almost anything else that can be printed on.

Although the Turtles will likely dominate the box office this spring, there are other films geared toward kids.

Disney's A Far Off Place,

opening March 12, is about two 14-year-olds who must flee to the African wilderness to escape a band of savage poachers. Armed with only their wits and the expertise of a Bushman named Xhabbo, the trio sets out on an adventurous 1,000 mile trek across the Kalahari desert.

Disney is also preparing a remake of the Mark Twain classic Huckleberry Finn, set to hit theaters April 2.

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5. NHLPA '92	5. Last Vikings	

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Congratulations to Sam Talla of Rowell, Ga. He is the winner of the Koel/EGM/Captron slope contest. The winning slogan is "Koel: When reality just isn't enough!"

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#### Honorable Mentions:

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This Month's Game...

**Air Zank**

- Ryan Genno** 30,352,450
- Jimmy Reilly 18,416,050
- Jeff Sampson 16,454,160
- Ken Morello 15,615,730
- Ted Andrej 12,279,350



Send Scores Far...

**Adventure Island 3**

All entries by May 15.

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NINTENDO

Game	Score	Player
Adrian's Family	1,033,230	Stephen Krugman
Adventure Island 2	272,940	Edouard Chertobomou
Alkanoid	895,880	Richard Saubier
Battlemaze	999,990	Jason King
Bucky O Hare	999,990	Mark Henche
Bugs Bunny Crazy Castle	174,900	Peter Beatty
Double Dragon 2	8,988,880	Edouard Chertobomou
Dr. Mario	3,988,900	Stephen Krugman
Drinks	999,990	Stephen Krugman
Home Alone	108,780	Peter Beatty
Karate Kid	587,200	Peter Beatty
Legendary Wings	44,530	Mary Sacher
Martin Mathews	127,710	Jason Tanaka
Popartoo	981,300	Glen Stockwell
Road Runner	898,788	Reigh Cortagallo
Robocop	112,687	Jason Tanaka
Rocky	12,812,212	Glen Stockwell
Super Mario Bros. 3	8,958,980	Reigh Cortagallo
T.M.T. 3	834,802	Rick Lico

Game	Score	Player
Art Raster	105,983	Richard Saubier
Castro 3	8,833,888	David Wright
Final Fight	2,712,243	Mike Marlowe
PH Fighter	1,777,510	Carlton Bernice
Street Fighter 2	1,985,100	Frankie Russo
Super Adventure Island	655,900	Jeff Adeline
Super Mario World	8,898,880	Kaveth Li
Super R-Type	4,968,906	David Ramsey

Game	Score	Player
16x3	2,947,280	Brian Chappel
After Burner	86,538,808	November Kelly
APB	1,302,204	Gary Gibson
Demolition	90,220,000	Steve Ryan
Double Dragon	148,880	Andy Bernice
Hard Drive	828,000	Jerry Landers
Knee	3,208,900	Leong So Chin
Out Run	40,350,278	Geri Lee
Street Fighter II	1,648,000	Stephen Krugman
Super Contra	10,646,318	Mark Alcott

SEGA

Game	Score	Player
After Burner	13,872,800	Christopher Sims
After Burner Exact	234,908	Alex Torosa
Back Ball	898,980	Rob Simpson
Double Dragon	627,200	Todd Fodor
Demolition	31,200	Vince Tennant
The Ninja	1,824,850	Vince Tennant
Pro Wrestling	808,400	Vince Tennant
Rampage	958,788	Christopher Sims
R-Type	21,138,300	Christopher Sims
R-Type II	1,128,500	Brian Gualabert
Sherlock	1,168,780	Todd Castillo
Space Harrier 3 - D	36,251,878	Dan Lee

Game	Score	Player
Batman	1,804,900	Richard Saubier
Batman Douglas	33,554,840	Richard Saubier
Contra Command CD Rom	242,600	Shawn Schochstein
Contra	10,500,300	Jeff Nolan
Desert Strike	2,721,000	Tony Costantini
Rock - CD Rom	3,018,200	Timothy Meadows
Murder	168,187,200	Timothy Meadows
Raiding Trancer 2	2,852,810	Curse Clark
Robin the Hood	8,888,900	Brian Harwood
Streets of Rage	990,990	Janet Scott
Teenage	2,898,880	David Mulvey
Turksho	99,999,999	Mark Pileto

Game	Score	Player
Allen Crash	888,888,880	Barry Gwynne
Bleedy Heart	35,764,800	Ricky Graham
Cyber Core	6,898,900	Joan Winter
Dragon Ball	838,472	Randy Lewis
Fighting Streets	1,828,800	Devine Crossley
Gauntlet II	1,504,140	Jeff Rowan
Kiss	2,848,788	Jonathan Pelegrino
Monster Lair	841,890	Paul Ocker
Ninja Spirit	99,999,999	Mike Curran
Parsons Stars	83,000,248	Justin Hewitt
R-Type	868,900	Chris Nygaard
Spartanx	89,998,200	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Rowan

TURBO GENESIS

Rules - All scores on Adventure Island 3 must be received by May 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted with a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Deceives of the judges will be fatal.

# GAMMA WAVE

## CHAKAN

### THE FOREVER MAN

IT IS 1989...

ALL THE GOOD GUYS HAS FINALLY  
SOUND THE FINE POWERED UP  
ARMS... AND I AM HERE!

I SAID THE THE ELEMENTAL  
AND SUPERSTITION, PLAINS OF  
WIND AND HEAT TO PASSA.

BE WINDA SHIP ALL MESSAGES  
HAS BEEN RECEIVED...

ONLY THE END I HAVE TO  
BEST WINDA...

Chakan has finally destroyed all supernatural evil to free him from his curse of eternal life! But there is yet another hideous twist Death has added to the stew: When he said all supernatural evil must be destroyed, he meant in the entire galaxy - and beyond! When you finish the game, a brief epilogue will appear (left) followed by the game credits. However, don't think the game is over! If you follow the game credits through to the end, there is still more evil to be destroyed, as Chakan's curse is finally and fully revealed (right)! After that there is one final being of Supernatural evil to be destroyed! If you have any spells, use them! If you defeat this monster, you will see your hour glass shifting for all eternity! If you are defeated by the evil being, or warp out of this area, the game will start over! In either case, Chakan must live with his curse... forever!

### the evil continues...



To Chakan's horror, his journey is just starting! Will he ever be free of his curse?



THE FINEST GUYS OF THE  
AGE OF... ARMS!

GUYS... GUYS... GUYS... GUYS...  
LOVE... LOVE... LOVE... LOVE...

THE... THE... THE... THE...  
SEAS... THE... THE... THE...  
THE... THE... THE... THE...

THE... THE... THE... THE...  
THE... THE... THE... THE...  
THE... THE... THE... THE...

LOVE... LOVE... LOVE... LOVE...  
LOVE... LOVE... LOVE... LOVE...

THE... THE... THE... THE...  
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THE... THE... THE... THE...  
THE... THE... THE... THE...



### the final evil...?



### SUPERNATURAL EVILS:

Here are the elements of evil Chakan must destroy to obtain everlasting peace! There are four such masters of evil in the first four worlds, and four more in the second four! They all have methods of attack, so be sure to have plenty of spells at hand! There is also an essential weapon to be obtained in the first four worlds!

#### ELKENROD:



Lovely healer turned evil!

#### MANTIS:



Razor talons of death!

#### DRAGON KING:



Flying killer ages old!

#### SPIDER QUEEN:



Half-human sorceress!

#### FIRE BEAST:



Spits molten rock!

#### EARTH BEAST:



Lays evil eggs that hatch!

#### SKY KNIGHT:



Wants to just with you!

#### TUNDRA BEAST:



Attacks from below!

### NAVIGATION:

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